

Volume One

Wizard's Spell



Compendium

Wizard's Spell Compendium

Volume One

Credits

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A Summons One Dares Not Deny to Dweomerdoom, Khelben's

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Introduction

If you are familiar with the ADVANCED DUNGEONS & DRAGONS® game, welcome! This book contains a wealth of ideas you can use.

If you are not familiar with the Advanced Dungeons & Dragons game, be aware that this book is a collection of material that expands the game rules found in the ADVANCED DUNGEONS & DRAGONS *PLAYER'S HANDBOOK*. That work (or the *Introduction to ADVANCED DUNGEONS & DRAGONS* boxed set) will explain the basic concept of role-playing games, and define the special words that have been created for use with the game. A short summary of the most important of these can be found in the last volume of this series.

For the uninitiated, this is not a book of "real" magical spells. In a fantasy game world there are characters like Merlin the Magician, who can create marvelous magical effects with a wave of the hand. This is a book of marvelous effects that can be used by the good guys (and the bad guys) in the course of a game session. The key is, as always, the decisions made by the players (heroic or otherwise), and the impact those decisions have on the plot line of the game. New spells are fun, but it's even more fun figuring out unusual ways to use them.

This book is a compilation and distillation of the efforts of a whole generation of role-players. All have contributed to the ongoing development and success of our favorite game. For over twenty years, creative and imaginative minds have been fascinated with the ADVANCED DUNGEONS & DRAGONS game; and are still having a lot of fun with it.

In perhaps no area of the game are the players and judges more creative than in the development of new and unusual spell effects for the magic-using classes. Whether these are mighty earth-shattering pyrotechnics of cinematic proportions, or the flamboyant flourishes of the traveling showman, or the subtle shadowings of the most mysterious movers of campaign events, one of infinite number of possible styles and approaches employed by the wizards in a campaign world is sure to appeal to everyone.

So, after many years of continuous play, experimentation, and refinement, it is time for the vast body of official and semi-official work dealing with the mage class to be organized and presented in an easy-to-reference format. You are holding the first installment of that work.

How This Book Came to Be

Several decisions were basic to the way we put this book together.

First, the need exists for a general reference work that contains details of the spells that have been created for the AD&D® game system. As the game has expanded, it has become ever more difficult to remember exactly which magical effects have been integrated into the game, and at which power level they have been introduced. The chances for duplication and contradiction are ever-present, and as the game is (at least so far) infinitely expandable, some means is needed to know what has already been done. Also, as earlier works become scarcer, the material in them becomes more difficult to find.

Second, up to this time, lists of spell effects have been keyed to *spell level*; that is, relative spell power. In other words, if all a gamer or Dungeon Master knew was a spell name, each level's list of spells had to be checked. Although this series will include level lists (and lists by race, and by specialty), the primary organization is alphabetical. The point will be covered in greater depth in the section How to Use This Book.

Third, the materials included in this book needed to be presented in the most up-to-date fashion and consistent fashion possible. This is a great challenge in a game system that continues to grow and develop, especially as the game has continued to evolve over the last 20 years or so! The basic format of the AD&D 2nd Edition rules was our starting point, and the earliest material has often been updated to bring it forward to the current state-of-the-art.

Finally, the decision was made to concentrate on the classic magic system, sometimes referred to as the "Vancian" magic system, which was inspired by the "super-science," mathematically-based magic system postulated by the science fiction writer Jack Vance in books like *The Dying Earth*, *Rhialto the Marvelous*, *Cugel the Clever*, *Eyes of the Overworld*, and others. To this day, no better introduction to the general concepts of spell "memorization" and "spells available per day" versus "spells collected in a spell book" can be found than the short stories collected in *The Dying Earth*. (The book is also good for recovering a sense of wonder about the magic system after the players have thrown one *fireball* too many.)

Such variant systems as the rune magic of our Viking setting historical reference book; the realm-level magic of the BIRTHRIGHT® setting; the psionic Dragon-King magics of the DARK SUN® setting; and the very rare, pure-energy spellfire of the FORGOTTEN REALMS® campaign are all beyond the basic scope of these books. The emphasis here is on those magical effects that any magic-using character might find useful in the course of an adventure.

About This Book

This book is the first in a series that will cover the spells of the AD&D game system from 1975 to 1995. The first volume covers spells starting with the letters A through D. The goal is to create a definitive version of the game rules for wizard spells for players, judges, and designers.

The basic organizational scheme is alphabetical. For spell names that include a wizard's name, for example *Tenser's floating disk*, the primary entry will be under "T." A reference to the main entry will be found the second word of the spell name; in this case the entry would read: "Floating Disk, Tenser's."

Be aware that many spell names are irregular compound words, and that standard alphabetical order follows complete words. Thus, *fire shield* will appear before *fireball*. If you can't find a spell, try looking for it as a compound form.

Some spells will have multiple names; or sometimes the name of a spell has been changed, either to avoid confusion with a better known spell of a similar name, or to better match the spell effect. For example, *double*, which replaces one damaged animated skeleton with two undamaged ones, was renamed *double undead* to distinguish it from spells such as *double steel* and the various *double wizardry* spells. Every renamed spell has an entry under its original name.

Spells associated with specific campaign worlds will be marked with a special symbol so they can be easily recognized. See page 19 for a summary of these symbols. Also, spells that are associated with a specific monster or nonhuman race (such as dragons, elves, and so on) will be noted; the race name separated from the spell name by a dash.

Generally, spell names and secondary game effects will be *italicized*. For example, the *emotion* spell has a secondary effect called *hope*.

The *PLAYER'S OPTION*™ books have been integrated into this series as far as has been possible. This means that rule clarifications to the *Player's Handbook* and *Tome of Magic* spells from the *PLAYER'S OPTION: High Level Handbook* have been incorporated into those spell descriptions. The spells from the *PLAYER'S OPTION: Spells & Magic* book will appear in these volumes, even though they had not been published when the compilation phase of this project ended. Further, in addition to the standard "schools" of magic outlined in the *Player's Handbook*, the newer and option schools from the *Tome of Magic* and the *PLAYER'S OPTION* series have been added to the spell descriptions in this series.

The earliest spell source used was the 1st Ed. *Advanced Player's Handbook*, which contained a few spells that did not make the jump to 2nd edition, such as the *push* spell, which will be in a later volume of the *Wizard's Compendium*. The earliest *DRAGON*® Magazine articles with AD&D spells were in the low-40's; spell material before that was much more primitive "D&D" Variant" material. Indeed, some of the earliest spell descriptions ran as little as two lines! Mining such hoary archival materials for redesign (for no less will do!) is, sadly, a project for another day.

However, the series will include spells updated from their original appearances in *DRAGON* Magazine (articles and variants), *DUNGEON*® Magazine (prepared adventures and storylines), *POLYHEDRON Newszine* (newsletter of the RPGA® Network—the ROLE PLAYING GAME ASSOCIATION™ Network for the active hobbyist), and even *IMAGINE Magazine*, a TSR hobby magazine that was published in the United Kingdom and not distributed in the United States.

How To Use This Book

Each spell listed in this book is organized along the same general lines. Each spell is listed by its name, school, and a number of statistics that govern its use such as Level (of power), Range, Casting Time, and so on. Then the game powers of each spell are described, along with any special rules that govern its employment, how the spell target can avoid or counter its effects, any limitations on how the spell can be used, and any special preparations or materials that needed for a successful casting. The details of any reversed form the spell might have given next. Finally, a section called **Notes** has been appended to each spell; this deals with the spell's recommended rarity in the campaign, and notes any special restrictions on who (or what) can use it. Having covered the field briefly, a more detailed look is in order:

Name: This is the name by which the spell is generally known. Although we have tried to ensure unique names, this has not always been possible. For example, *create shade*, a useful shelter from the sun in the arabian deserts of the AL-QADIM® setting, is very different from *create shade*, the evil spell that turns someone into a dangerous shadow monster from the Plane of Shadows, a monster known as (you guessed it!) a *shade*. Where two spells have the same name, the most general version is given first, while variants cast by other races, or found most often in specialized campaign settings, will be given later.

School: Each school governs a type of magic, according to the type of energy its spells employ and the special practices and methods used by its wizards. The basic schools are:

Abjuration: Protective, warding, or banishing magics

Alteration: Magic that changes physical properties of an object, creature, or condition.

Conjuration/Summoning: Calls or brings objects or creatures from elsewhere.

Divination: Uncovers what is lost or hidden in the past, present, or future.

Enchantment/Charm: Bestows magical properties on objects or influences creatures magically.

Illusion/Phantasm: Illusions create and alter appearances; phantasms affect the mind.

Invocation/Evocation: Channels and shapes magical energy to create an effect or object.

Necromancy: Magics working upon life energy, including the negative energy of the undead.

Optional Schools: These include two groups of schools beyond the original eight.

THE SCHOOLS OF EFFECT

Dimension: Magics that affect dimensions, or access extradimensional areas.

Elemental Magic: Subdivided into Air, Earth, Fire, and Water specialists. Arabian and oriental cultures have similar divisions.

Force: Magics dealing with fields of pure cohesive magical energies.

Shadow: Magics that deal with shadow and darkness, including the shadowstuff of the Plane of Shadow.

SCHOOLS OF THAUMATURGY

Alchemy: Uses powders and strange reagents to achieve effects.

Artifice: Uses items and devices to focus spell energies.

Geometry: Uses diagrams, symbols and complex patterns to channel magical energy.

Wild Magic: Shapes dangerously uncontrolled raw energies; subject to unpredictable surges.

UNIVERSAL SCHOOL OF MAGIC

A special list of spells to which any wizard can have access (see page 9).

Reversed Form: An entry of "Reversible" means the spell can be cast with the opposite effect. For example, the *flesh to stone* spell, a petrifying attack, can be reversed as *stone to flesh*, providing a way to recover a character otherwise lost to a petrification attack. Usually, a wizard must memorize the exact form of the spell he wants available.

Level: This is the relative power level of the spell, ranging from 1st level (weakest) to 9th level (most powerful). A king's wizard who can create potions, magical scrolls, and magical items with expendable charges will generally have access to a 6th-level spell, a few 5th-level spells, and an increasing number of 4th- through 1st-level spells each day.

Range: The distance from the caster at which the magical effect occurs. Unless otherwise specified, spells are centered on a point visible to the caster and within the spell's range; this can be a specific creature or object if desired. Most ranges are measured in yards; some are measured in feet. A range of "0" means the effect is centered on the caster's person or his location; in the latter case the effect is usually immobile. "Touch" means the effect can be used on another creature or object.

Components: These are the types of components that the spell requires; if the components are not present, the casting fails. "V" is *verbal*; that is, a spoken incantation the wizard is assumed to deliver while casting. "S" is *somatic*; that is, measured and precise gestures with the hands, which the wizard is assumed to make while casting. "M" is for *material*; that is, physical substances or object which are annihilated by the spell energies in the casting process. This abbreviation sometimes signifies a *focus*, or device that is reusable; sometimes this is a temporary focus whose premature destruction will end the spell.

Often the components are merely suggestive or colorful, at other times they will be a significant restriction on how often a spell can be cast. Unless a cost for a component is given in the description (which means the component is intended as a limit) the cost is negligible and can be assumed as part of daily or monthly general expenses.

Casting Time: This is relative time required to cast a spell. Unless rounds, turns, or a longer casting time is specified, the casting will be completed in the same round it is started. A casting time less than one round is a modifier to the initiative roll, and is essentially the same as a weapon speed factor. A spell that takes a round to cast comes into effect at the end of that round.

Duration: This is how long the magical energy of the spell lasts. An *instantaneous* duration means the spell energy comes and goes the instant the spell is cast, though the effects might be long-lasting. A duration of *permanent* means the spell energy remains as long as the effect

does; this means that the spell is always vulnerable to a *dispel magic* spell. *This is an altered usage.* Many spells listed in earlier sources as having a "permanent" duration (such as *cure light wounds*), will be altered in this series and in future publications to "instantaneous."

Spells with a set duration (such as 1 round per level) must be kept track of by the player; those with a variable duration are secretly rolled by the DM.

Some spells can be ended by the caster at will; the caster must be in range of the center of the spell's effect and must usually (though not always) speak words of dismissal.

Area of Effect: This entry lists the creatures, dimensions, volume, weight and so on, that the spell can affect. Some spells have areas that can be shaped by the caster; of these, no dimension can be less than 10 feet unless the spell specifically allows it. Many areas are given as cubes to make it easy to figure out areas of effect when using map gridded into 10-foot or 5-foot squares. Three-dimensional volumes are most often needed to resolve aerial or underwater effects.

Unless specifically otherwise in the description, areas of effect conform to their physical surroundings; for example, a *light* spell with a 60-foot radius centered in a closed room that is a 20-foot cube will light the room. It will not penetrate a solid wall to light a room beyond.

Many areas are given as geometric shapes.

Radius: This might yield a circle, hemisphere, or sphere, depending on the situation.

Cloud: Usually given as a block of cubes for convenience, although it's actually amorphous and billowy.

Cone: This projects outward from the caster, with the smallest end toward the caster and the largest diameter farthest from the caster.

Path: This is usually a 10-foot wide line starting at the caster projecting away in a straight line to a specified length.

Spells that affect the caster's friends or enemies are based on the current perceptions of the caster.

Saving Throw: This entry lists whether a spell allows a saving throw, and often the effect of a successful saving throw: "Neg." means the spell is negated and has no effect; $\frac{1}{2}$ means that the spell inflicts damage and that a successful saving throw halves the damage taken; "None" means no saving throw is allowed to an unwilling subject. The result of a saving throw for a reversed spell is given in the paragraph that details the reversed form.

The saving throw itself is a roll on a twenty-sided die; high numbers are generally good.

Wisdom allows adjustments to saving throws against enchantment/charm spells. Dexterity may provide adjustments against spells that affect a large area.

Solid physical barriers may give saving throw modifiers and reduce damage. Cover and concealment may also affect saving throws.

A creature that successfully saves against a spell without obvious physical effects often feels a hostile force or tingle, but the exact nature of the attack cannot be deduced.

Unless the spell specifies otherwise, if a character makes a saving throw, all items carried and worn are assumed to survive the attack. If the character fails the saving throw, exposed items must make saving throws against the attack form. An item exposed by the destruction of a covering (a parchment scroll protected by a bone scroll case, for example) must also save against the attack.

Unless specifically forbidden, characters can voluntarily forego a saving throw and willingly accept the spell result. Even a character with a special resistance to magic (for example, an elf's resistance to a *charm* spell) can voluntarily suppress this if he wants.

Spell Description: This contains the details of what the spell does and how it works. Spells with multiple functions usually allow the caster to pick the desired function at the time of casting (for example, the *emotion* spell can create *fear, courage, hope, despair, joy*, and several other effects).

Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and so on, are usually not cumulative; only the strongest magic is effective. However, duration may be a factor, and spell effects might overlap in different ways at different times.

Notes: This new section deals with the spell's recommended rarity on the following scale: *common, uncommon, rare, very rare, and unique*. These are discussed in detail in the section Spell Frequency. Spells of any rarity also may be restricted to certain races or specialty casters. Any unusual notes on a spell's source, such as a game world of origin, or a specific magazine are given here.

While the original plan was to include a detailed bibliographic reference for each spell; this proved impossible within the constraints of the project. As most of the older material is currently out of print and unavailable, the utility of such a reference is questionable (and in the opinion of the editor, of dubious value to all but the most ardent bibliophiles).

Monster Details: Some of the spells summon or create monsters. The standard abbreviations used for monster details given later. Not all monsters will use all abbreviations.

AC: Armor Class

MV: Movement—*Fl:* fly

(MC) = Maneuverability Class

HD: Hit Dice

#AT: Number of Attacks

THAC0: To Hit Armor Class 0

Dmg: Damage caused by attacks

SA: Special Attacks

SD: Special Defenses

SW: Special Weaknesses

MR: Magic Resistance

SZ: Size

ML: Morale

AL: Alignment



Spell Frequency

FORGOTTEN REALMS players and DMs should note that the definitions used here are different from those used in FORGOTTEN REALMS products. These guidelines are intended for general world settings. The DM, as always, is free to alter them as needed for local campaign conditions.

Common Spell: The details and effects of a common spell are generally known, even by wizards who may not have the spell in their books. All spells in the *Player's Handbook* are common spells. Spells listed for the basic wizard class in world-specific material (such as the DARK SUN campaign set) are common for wizards of that world, but might be rarer or even unknown elsewhere.

Player characters can take common first level

spells as starting spells (see Starting Spellbooks). Any limitation on spell selection—such as those for school, class, or kit—apply to all spells, even common ones. Note also that DMs may have their own campaign guidelines. For example, the DM might require every PC mage to have a mentor wizard, restricting any “free” spells (those not found or directly researched) to spells in the books of the mentor. A DM might rule that *named* spells (such as *Tenser's floating disk*) are uncommon spells, as well.

The DM always decides the rarity of a spell if there is any question.

Uncommon Spell: Wizard spells found in the *Tome of Magic* fall into this category. These spells are less well known, but not restricted to a race or special group like, for example, witches, dragons, or the Red Wizards of Thay. A kit, school, or other specialty might allow some uncommon spells to be treated as common spells. Generalist mages can research uncommon spells using the normal research rules.

A player character cannot start with an uncommon spell or learn it in the course of normal level advancement (unless, perhaps, a wizardly mentor knows it). Such spells enter play when found on a magical scroll or in a spellbook, or when developed as a result of research. In the average AD&D campaign, finding a new common or uncommon spell is a little more common than a fighter class character finding a +1 magical sword. Some uncommon spells may be restricted (see Restricted Spells).

Rare Spell: Rare spells are specialized or hidden magic, such as those introduced in modules or accessories. In addition to spells that are just less well known, two special types of rare spells exist: 1) Spells known by a specific nonhuman race (like elven spells from the *Complete Book of Elves*); and 2) Spells of a specialty or campaign-specific group that is not given in the *Player's Handbook* (like the spells of the Red Wizards of Thay, the spells from the *Complete Necromancer's Handbook*, or spells of an wizard who specializes in Elemental Fire magic). Rare spells are likely to be restricted (see Restricted Spells).

As noted in the *Player's Handbook*, a specialist has bonuses to the “Chance to Learn” and spell research rolls within that specialty. The specialist treats the spells of the specialty as common, unless other factors apply (an enchantment/charm spell known only to dragons is still considered

rare for a wizard specializing in enchantment/charm magic.)

Player characters have access to rare magics only as a result of campaign-specific conditions. Generalist mage research of rare magics has a base -15% penalty to the "Chance to Learn" and research success rolls, unless the character has access to some sort of knowledge or resource that would offset this.

Certain campaign-specific or storyline conditions might allow rare spell research at common spell chances. For example, if a human wizard's reward for an adventure on behalf of the elves is an elven spell, the DM may choose to waive some or all of the "Chance to Learn" roll, the research cost, and/or the research success roll (time requirements should not be waived under any circumstances).

Very Rare Spell: Spells that appear only in magazine articles, or are otherwise variant should be classified as very rare. The DM should closely control very rare spells. For example, they might be available only in a single special book or tome in which they were recorded. Many very rare spells will also be restricted (see Restricted Spells).

A DM who allows the spell to be researched at all rolls for the success of the research secretly and announces the result to the player. At the DM's option, the standard "Chance to Learn" might be reduced by up to 50% and the research success chances halved, or even quartered.

Classifying a spell as very rare is one way for a DM to handle an experimental spell that is too powerful or one that encroaches too much on the class abilities of nonwizards. It is also possible, over time, for a spell devised by a player character to become rare, uncommon, or even common.

Unique Spell: This spell is known only to its original creator and is intrinsic to the creator's campaign function. Some spells of this type might be available only to a character holding a certain position or office. Most unique spells are of the 6th spell level or higher; the creator is nearly always of 12th level or higher.

If a unique spell can be learned at all, it can be learned only from its creator (or in very rare circumstances, from the creator's writings). Merely having a spellbook or scroll is not sufficient, though these might count as part of the creator's "writings." *The Simbul's spell trigger* is a unique spell.

The acquisition of a unique spell or the creation of one by a player character is a major campaign event, similar in campaign impact to the completion of an epic high-level quest, the open-

ing of a fixed interplanar gate, the founding of a barony, the destruction of an artifact, and so on.

Other Definitions

Lost Spell: Rarely, a spell is mentioned for which no AD&D 2nd Edition game detail exists (including a few spells deliberately withdrawn from the system). No details are given for these other than the spell name. They are "lost knowledge," included only to confirm their one-time existence for the curious.

Restricted Spell: A restricted spell is barred to generalists (that is, the mage class), and to all other wizards except those specifically allowed in the spell description or by the DM. An independently researched spell that matches the effects of a restricted spell might be possible, but at no less than *two* levels above the listed level.

Starting Spellbooks

If the players and DM are experienced, the DM might just allow the players to set up their own books, subject to DM review and approval. This approach works best when a player has a strong idea for a specific type of wizard. It does not work well with an inexperienced player or one who is aggressively trying to dominate the campaign. In such cases, a more neutral spellbook creation method is better.

If either the DM or players are inexperienced, the straight "6 starting spells" method is recommended. If the DM and players are able to deal with a campaign situation in which one player starts with 3 spells while another starts with 12 spells (all based on random dice rolls), then the 3d4 method might be used instead.

Spells at 1st Level

A fledgling 1st-level wizard is assumed to have just completed a course of apprenticeship with a master of unthinkable high level (at least 6th!). Having been a relatively apt pupil, worked diligently, and made every effort to please the master (or mistress, as the case may be), the mentor was kind enough to prepare a special present: a book of first level spells! The following parameters govern the spells available to the first level wizard...

- All wizards know *read magic*, for it is impossible to unlock the meaning of arcane magical scripts without this basic key.
- Likewise, all wizards know *detect magic*, a basic tool of their trade.

- Other spells are divided into *offensive*, *defensive*, and *miscellaneous* spells. If wizards start with 6 spells, the player receives one roll on each column, with a second roll on the column of his choice.
- Specialist wizards get one additional spell, chosen from the specialty school, as a class benefit.
- *Nystul's magic aura*, *Tenser's floating disk*, and other named 1st-level spells must be located in play, they cannot be chosen, even if the player otherwise has free spell selection. Wild magic is an exception (see Wild Magic table, page 16).

- *Player's Option*: Some spells are *Universal* spells. These can be learned by any wizard regardless of school or specialty. No “Chance to Learn” roll is required for universal spells, they are gained automatically if chosen or successfully researched. They are (1st) *cantrip*, *comprehend languages*, *hold portal*, *identify*, *wizard mark*; (2nd) *knock*, *protection from cantrips*, *wizard lock*; (3rd) *dispel magic*; (4th) *remove curse*; (5th) *teleport*; (6th) *enchant an item*; (7th) *teleport without error*; (8th) *permanency*; and (9th) *astral spell*.

The 3d4 Method

Rolling 3d4 for the number of first level spells will yield widely varying results. If the DM uses this method, the player rolls 3d4 and subtracts 2 from the result (representing the *read magic* and

detect magic spells). The remaining number is the number of rolls taken on the appropriate Spellbook Chart. Rolls are assigned as evenly as possible to the columns of the chart. For example, a player rolls a 4, a 2, and a 3, for a total of 9 spells. Deducting 2 (*read magic*, *detect magic*) leaves 7, so the player decides to roll for three offensive spells, two defensive spells, and two miscellaneous spells.

Using Random Starting Spellbook Generation

To use the Starting Spellbook charts, roll 1d20 (or 1d12) for each type of spell. If the “choose” result occurs, the player can pick freely from that list or reroll. The “Chance to Learn” rolls for Intelligence do not apply to the random creation of the initial spellbook. Remember that specialists receive a free spell of their specialty. Universal spell are marked “•”; specialty spells are in *italics*.

The optional lists include spells from the *TOME OF MAGIC* book.

These tables are constructed so they can be used by players with the *Player's Handbook*, with a sublist of less typical *PHB* spells and spells from the *Tome of Magic*. Optional tables for the Schools of Effect and Schools of Thaumaturgy (from the *PLAYER'S OPTION: Spells & Magic* book) are also provided.

The last volume of this Compendium will provide spell lists organized by level, as well as specialized lists by race and organization.

Generalist Wizard Starting Spells (1d20)

	Offensive	Defensive	Misc.
1	Burning Hands	Affect Normal Fires	Alarm
2	Charm Person	Armor	Cantrip*
3	Chill Touch	Audible Glamer	Comprehend Languages*
4	Color Spray	Change Self	Detect Undead
5	Friends	Dancing Lights	Enlarge
6	Grease	Feather Fall	Erase
7	Hypnotism	Gaze Reflection	Find Familiar
8	Light	Hold Portal*	Identify*
9	Magic Missile	Jump	Mending
10	Phantasmal Force	Prot./Evil	Message
11	Shocking Grasp	Shield	Mount
12	Sleep	Spider Climb	Unseen Servant
13	Spook	Ventriloquism	Wizard Mark*
14	Taunt	Wall of Fog	(choose)
15+	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fireburst, fist of stone; D—lasting breath; M—conjure spell components, metamorphize liquids.

SCHOOLS OF PHILOSOPHY

Abjurer Starting Spells (1d12)

Barred (Alteration, Illusion/Phantasm)

	Offensive	Defensive	Misc.
1	Charm Person	Armor	Alarm
2	Chill Touch	Audible Glamer	Cantrip*
3	Friends	Change Self	Comprehend Languages*
4	Grease	Hold Portal*	Detect Undead
5	Hypnotism	<i>Protection From Evil</i>	Find Familiar
6	Magic Missile	Shield	Identify*
7	Phantasmal Force	Ventriloquism	Mount
8	Sleep	Wall of Fog	Unseen Servant
9	Taunt	(choose)	Wizard Mark*
10	(choose)	(choose)	(choose)
11	(choose)	(choose)	(choose)
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fireburst; M—conjure spell components.

Conjurer Starting Spells (1d12)

Barred (Invocation/Evocation, Greater Divination)

	Offensive	Defensive	Misc.
1	Burning Hands	Affect Normal Fires	Cantrip*
2	Charm Person	Armor	Comprehend Languages*
3	Color Spray	Audible Glamer	Enlarge
4	Friends	Change Self	Erase
5	Grease	Dancing Lights	Find Familiar
6	Light	Feather Fall	Identify*
7	Phantasmal Force	Gaze Reflection	Mending
8	Shocking Grasp	Hold Portal*	Message
9	Sleep	Jump	Mount
10	Spook	<i>Protection From Evil</i>	Unseen Servant
11	Taunt	Spider Climb	Wizard Mark*
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—chill touch, fireburst, fist of stone, hypnotism; D—lasting breath, ventriloquism; M—alarm, *conjure spell components*, detect undead, metamorphize liquids.

Diviner Starting Spells (1d12)

Barred (Conjuration/Summoning)

	Offensive	Defensive	Misc.
1	Charm Person	Affect Normal Fires	Alarm
2	Color Spray	Audible Glamer	Cantrip*
3	Friends	Change Self	Comprehend Languages*
4	Hypnotism	Dancing Lights	Detect Undead
5	Light	Feather Fall	Enlarge
6	Magic Missile	Gaze Reflection	Erase
7	Phantasmal Force	Hold Portal*	Identify*
8	Shocking Grasp	<i>Protection From Evil</i>	Mending
9	Sleep	Shield	Message
10	Spook	Ventriloquism	Wizard Mark*
11	Taunt	Wall of Fog	(choose)
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—burning hands, chill touch, fireburst, fist of stone; D—jump, lasting breath, spider climb; M—metamorphize liquids. A diviner can take *detect magic* as a specialty spell and take another roll on any column.

Enchanter Starting Spells (1d12)

Barred (Invocation/Evocation, Necromancy)

	Offensive	Defensive	Misc.*
1	Burning Hands	Affect Normal Fires	<i>Cantrip</i> •
2	<i>Charm Person</i>	Armor	Comprehend Languages•
3	Color Spray	Audible Glamer	Enlarge
4	<i>Friends</i>	Change Self	Erase
5	<i>Hypnotism</i>	Dancing Lights	Find Familiar
6	Light	Feather Fall	Identify•
7	Phantasmal Force	Gaze Reflection	Mending
8	Shocking Grasp	Hold Portal•	Message
9	<i>Sleep</i>	Protection From Evil	Mount
10	Spook	Spider Climb	Unseen Servant
11	<i>Taunt</i>	Ventriloquism	Wizard Mark•
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—grease, fireburst, fist of stone; D—jump, lasting breath; M—alarm, conjure spell components, detect undead, metamorphize liquids.

Illusionist Starting Spells (1d12)

Barred (Invocation/Evocation, Necromancy, Abjuration)

	Offensive	Defensive	Misc.*
1	<i>Charm Person</i>	Affect Normal Fires	<i>Cantrip</i> •
2	<i>Color Spray</i>	Armor	Comprehend Languages•
3	<i>Friends</i>	<i>Audible Glamer</i>	Enlarge
4	Grease	<i>Change Self</i>	Erase
5	<i>Hypnotism</i>	Dancing Lights	Find Familiar
6	Light	Feather Fall	Identify•
7	<i>Phantasmal Force</i>	Gaze Reflection	Mending
8	Shocking Grasp	Hold Portal•	Message
9	<i>Sleep</i>	Jump	Mount
10	Spook	Spider Climb	Unseen Servant
11	<i>Taunt</i>	Ventriloquism	Wizard Mark•
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—burning hands, fireburst, fist of stone; D—lasting breath; M—conjure spell components, detect undead, metamorphize liquids.

Invoker Starting Spells (1d12)

Barred (Enchantment/Charm, Conjunction/Summoning)

	Offensive	Defensive*	Misc.
1	Burning Hands	Affect Normal Fires	<i>Alarm</i>
2	Chill Touch	Dancing Lights	<i>Cantrip</i> •
3	Color Spray	Feather Fall	Comprehend Languages•
4	Light	Gaze Reflection	Detect Undead
5	<i>Magic Missile</i>	Hold Portal•	Enlarge
6	<i>Phantasmal Force</i>	Jump	Erase
7	Shocking Grasp	Protection From Evil	Identify•
8	Spook	<i>Shield</i>	Mending
9	(choose)	Spider Climb	Message
10	(choose)	<i>Wall of Fog</i>	Wizard Mark•
11	(choose)	(choose)	(choose)
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fireburst, fist of stone; D—audible glamer, change self, lasting breath, ventriloquism; M—metamorphize liquids.

Necromancer Starting Spells (1d12)
Barred (Enchantment/Charm, Illusion/Phantasm)

	Offensive	Defensive	Misc.*
1	Burning Hands	Affect Normal Fires	Alarm
2	<i>Chill Touch</i>	Armor	<i>Cantrip*</i>
3	Color Spray	Dancing Lights	Comprehend Languages*
4	Grease	Feather Fall	<i>Detect Undead</i>
5	Light	Gaze Reflection	Erase
6	Magic Missile	Hold Portal*	Find Familiar
7	Shocking Grasp	Jump	Identify*
8	(choose)	Protection From Evil	Message
9	(choose)	Shield	Mount
10	(choose)	Spider Climb	Unseen Servant
11	(choose)	Wall of Fog	Wizard Mark*
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fireburst, fist of stone; D—lasting breath; M—conjure spell components, enlarge, mending, metamorphize liquids.

Transmuter Starting Spells (1d12)
Barred (Abjuration, Necromancy)

	Offensive	Defensive	Misc.
1	<i>Burning Hands</i>	<i>Affect Normal Fires</i>	<i>Cantrip*</i>
2	Charm Person	Armor	Comprehend Languages*
3	Color Spray	Audible Glamer	Enlarge
4	Friends	<i>Dancing Lights</i>	Erase
5	Grease	<i>Feather Fall</i>	Find Familiar
6	<i>Light</i>	<i>Gaze Reflection</i>	Identify*
7	Magic Missile	Hold Portal*	Mending
8	<i>Shocking Grasp</i>	Jump	Message
9	Sleep	Shield	Mount
10	Spook	<i>Spider Climb</i>	Unseen Servant
11	Taunt	Wall of Fog	Wizard Mark*
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fireburst, fist of stone, hypnotism, phantasmal force; D—change self, *lasting breath*, ventriloquism; M—alarm, conjure spell components, detect undead, *metamorphize liquids*.

SCHOOLS OF EFFECT (Optional)

Air Elementalist Starting Spells (1d12)
Barred (Elemental Earth)

	Offensive	Defensive	Misc.
1	Charm Person	Affect Normal Fires	Alarm
2	Color Spray	Audible Glamer	<i>Cantrip*</i>
3	Friends	Change Self	Comprehend Languages*
4	Hypnotism	<i>Dancing Lights</i>	Enlarge
5	Light	<i>Feather Fall</i>	Find Familiar
6	Magic Missile	Hold Portal*	Identify*
7	Shocking Grasp	Jump	Message
8	Sleep	<i>Lasting Breath</i>	Mount
9	Spook	Protection From Evil	<i>Murdock's Feathery Flyer</i>
10	Taunt	Ventriloquism	Unseen Servant
11	(choose)	Wall of Fog	Wizard Mark*
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—burning hands, chill touch, fireburst, grease, phantasmal force; D—armor, gaze reflection, spider climb, shield; M—detect undead, conjure spell components, erase, mending, metamorphize liquids.

Earth Elementalist Starting Spells (1d12)**Barred (Elemental Air)**

	Offensive	Defensive	Misc.
1	Burning Hands	Affect Normal Fires	Alarm
2	Charm Person	Armor	Cantrip*
3	Color Spray	Audible Glamer	Comprehend Languages*
4	<i>Fist of Stone</i>	Gaze Reflection	Detect Undead
5	Friends	Hold Portal*	Enlarge
6	Grease	Jump	Find Familiar
7	Magic Missile	Protection From Evil	Identify*
8	Shocking Grasp	Shield	Message
9	Sleep	Spider Climb	Mount
10	Spook	Ventriloquism	Unseen Servant
11	Taunt	(choose)	Wizard Mark*
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—chill touch, fireburst, hypnotism, light, phantasmal force; D—change self, dancing lights; M—conjure spell components, erase, mending, metamorphize liquids.

Fire Elementalist Starting Spells (1d12)**Barred (Elemental Water)**

	Offensive	Defensive	Misc.
1	<i>Burning Hands</i>	<i>Affect Normal Fires</i>	Alarm
2	Charm Person	Armor	Cantrip*
3	Color Spray	Audible Glamer	Comprehend Languages*
4	<i>Fireburst</i>	Change Self	Find Familiar
5	Hypnotism	Dancing Lights	Identify*
6	Light	Feather Fall	Mending
7	Magic Missile	Hold Portal*	Message
8	Sleep	Shield	Mount
9	Spook	Jump	Unseen Servant
10	Taunt	Protection From Evil	Wizard Mark*
11	(choose)	(choose)	(choose)
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—chill touch, fist of stone, friends, grease, phantasmal force, shocking grasp; D—gaze reflection, spider climb, ventriloquism; M—conjure spell components, detect undead, enlarge, erase.

Water Elementalist Starting Spells (1d12)**Barred (Elemental Fire)**

	Offensive	Defensive	Misc.
1	Charm Person	Audible Glamer	Alarm
2	Color Spray	Change Self	Cantrip*
3	Friends	Dancing Lights	Comprehend Languages*
4	Grease	Gaze Reflection	Find Familiar
5	Hypnotism	Hold Portal*	Identify*
6	Light	Protection From Evil	Mending
7	Magic Missile	Shield	Message
8	Sleep	Spider Climb	<i>Metamorphize Liquids</i>
9	Spook	Ventriloquism	Mount
10	Taunt	<i>Wall of Fog</i>	Unseen Servant
11	(choose)	(choose)	Wizard Mark*
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—chill touch, fist of stone, phantasmal force, shocking grasp; D—armor, feather fall, jump, lasting breath; M—conjure spell components, detect undead, enlarge, erase.

Dimensionist Starting Spells (1d12)
Barred (Enchantment/Charm, Necromancy)

	Offensive (1d10)	Defensive	Misc.
1	Burning Hands	Armor	Alarm
2	Color Spray	Change Self	Cantrip*
3	Grease	Dancing Lights	Comprehend Languages*
4	Light	Feather Fall	<i>Enlarge</i>
5	Magic Missile	<i>Gaze Reflection</i>	Erase
6	Phantasmal Force	Hold Portal*	Find Familiar
7	Shocking Grasp	Jump	Identify*
8	Spook	Protection From Evil	Message
9	(choose)	Shield	Mount
10	(choose)	Spider Climb	Unseen Servant
11	(choose)	Wall of Fog	Wizard Mark*
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—*detect phase (PO:SM)*, fireburst, fist of stone; D—affect normal fires, audible glamer, lasting breath, ventriloquism; M—conjure spell components, detect undead, mending, metamorphize liquids.

Force Mage Starting Spells (1d12)
Barred (Alteration; Divination)

	Offensive	Defensive	Misc.
1	Charm Person	Armor	Alarm
2	Chill Touch	Audible Glamer	Cantrip*
3	Friends	Change Self	Comprehend Languages*
4	Grease	Hold Portal*	Detect Undead
5	Hypnotism	Protection From Evil	Find Familiar
6	<i>Magic Missile</i>	Shield	Identify*
7	Phantasmal Force	Ventriloquism	Mount
8	Sleep	Wall of Fog	<i>Tenser's Floating Disc</i>
9	Spook	(choose)	Unseen Servant
10	Taunt	(choose)	Wizard Mark*
11	(choose)	(choose)	(choose)
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fireburst; M—conjure spell components.

Mentalist Starting Spells (1d12)
Barred (Alteration, Necromancy)

	Offensive	Defensive	Misc.
1	<i>Charm Person</i>	Armor	Alarm
2	Friends	Audible Glamer	Cantrip*
3	<i>Hypnotism</i>	Change Self	Comprehend Languages*
4	<i>Magic Missile</i>	Hold Portal*	Find Familiar
5	Phantasmal Force	Protection From Evil	Identify*
6	Sleep	Shield	Mount
7	Spook	Ventriloquism	Unseen Servant
8	Taunt	Wall of Fog	Wizard Mark*
9	(choose)	(choose)	(choose)
10	(choose)	(choose)	(choose)

OTHER OPTIONS: O—color spray, fireburst, grease; M—conjure spell components, detect undead.

Shadow Mage Starting Spells (1d12)
Barred (Abjuration, Invocation/Evocation)

	Offensive	Defensive	Misc.
1	Burning Hands	Affect Normal Fires	Cantrip*
2	Charm Person	Armor	Comprehend Languages*
3	<i>Chill Touch</i>	Audible Glamer	Detect Undead
4	Hypnotism	Change Self	Erase
5	Phantasmal Force	Dancing Lights	Find Familiar
6	Shocking Grasp	Feather Fall	Identify*
7	<i>Sleep</i>	Gaze Reflection	Mending
8	<i>Spook</i>	Hold Portal*	Message
9	Taunt	Jump	Unseen Servant
10	(choose)	Spider Climb	Wizard Mark*
11	(choose)	Ventriloquism	(choose)
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—color spray, fireburst, fist of stone, friends, grease, light; D—lasting breath; M—alarm, conjure spell components, enlarge, metamorphize liquids, mount.

SCHOOLS OF THAUMATURGY (Optional)

Alchemist Starting Spells (1d12)
Barred (Illusion/Phantasm, Necromancy)

	Offensive	Defensive	Misc.
1	Burning Hands	<i>Affect Normal Fires</i>	Alarm
2	Charm Person	Armor	Cantrip*
3	Color Spray	Dancing Lights	Comprehend Languages*
4	<i>Fireburst</i>	Feather Fall	Erase
5	Friends	Gaze Reflection	Find Familiar
6	<i>Grease</i>	Hold Portal*	Identify*
7	Light	Jump	<i>Metamorphize Liquids</i>
8	Magic Missile	Protection From Evil	Message
9	Shocking Grasp	Shield	Unseen Servant
10	<i>Sleep</i>	Spider Climb	Wizard Mark*
11	(choose)	Wall of Fog	(choose)
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fist of stone, hypnotism, taunt; D—lasting breath; M—conjure spell components, detect undead, enlarge, mending, mount.

Artificer Starting Spells (1d12)
Barred (Enchantment/Charm [Living Beings], Necromancy)

	Offensive	Defensive	Misc.
1	Burning Hands	Affect Normal Fires	Alarm
2	Color Spray	Armor	Cantrip*
3	<i>Grease</i>	Dancing Lights	Comprehend Languages*
4	Light	Feather Fall	Enlarge
5	Magic Missile	Gaze Reflection	Erase
6	Phantasmal Force	Hold Portal*	Identify*
7	Shocking Grasp	Jump	<i>Mending</i>
8	<i>Spook</i>	Protection From Evil	Message
9	(choose)	Shield	Mount
10	(choose)	Spider Climb	Unseen Servant
11	(choose)	Wall of Fog	Wizard Mark*
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fireburst, fist of stone; D—audible glamer, change self, lasting breath, ventriloquism; M—conjure spell components, detect undead, find familiar, metamorphize liquids. An artificer can take *identify* as a specialty spell and take another roll on any column.

Geometer Starting Spells (1d12)
Barred (Enchantment/Charm, Illusion)

	Offensive	Defensive	Misc.
1	Burning Hands	Affect Normal Fires	Alarm
2	Chill Touch	Armor	Cantrip•
3	Color Spray	Dancing Lights	Comprehend Languages•
4	Grease	Feather Fall	Erase
5	Light	Gaze Reflection	Find Familiar
6	Magic Missile	Hold Portal•	Identify•
7	Shocking Grasp	Jump	Mending
8	(choose)	Protection From Evil	Message
9	(choose)	Shield	Mount
10	(choose)	Spider Climb	Unseen Servant
11	(choose)	(choose)	Wizard Mark•
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fireburst, fist of stone; D—lasting breath, wall of fog; M—conjure spell components, detect undead, *dictation* (*PO:SM*), enlarge, metamorphize liquids.

Song Mage Starting Spells (1d12)

Barred (Divination, Invocation/Evocation, Necromancy)

	Offensive	Defensive	Misc.
1	<i>Charm Person</i>	Affect Normal Fires	Cantrip•
2	Color Spray	Armor	Comprehend Languages•
3	<i>Friends</i>	<i>Audible Glamer</i>	Erase
4	Grease	Change Self	<i>Find Familiar</i>
5	Hypnotism	Dancing Lights	Identify•
6	Light	Feather Fall	Mending
7	Phantasmal Force	Hold Portal•	Message
8	Shocking Grasp	Jump	Mount
9	<i>Sleep</i>	Protection From Evil	Unseen Servant
10	Spook	Spider Climb	Wizard Mark•
11	<i>Taunt</i>	Ventriloquism	(choose)
12	(choose)	(choose)	(choose)

OTHER OPTIONS: O—burning hands, fireburst, fist of stone; D—gaze reflection, lasting breath; M—alarm, conjure spell components, detect undead, enlarge, metamorphize liquids.

Wild Mage Starting Spells (1d20)

Barred (None; Wild spells barred to all others)

	Offensive	Defensive	Misc.
1	Burning Hands	Affect Normal Fires	Alarm
2	<i>Charm Person</i>	Armor	Cantrip•
3	Chill Touch	<i>Audible Glamer</i>	Comprehend Languages•
4	Color Spray	Change Self	Detect Undead
5	<i>Friends</i>	Dancing Lights	Enlarge
6	Grease	Feather Fall	Erase
7	Hypnotism	Gaze Reflection	<i>Find Familiar</i>
8	Light	Hold Portal•	<i>Hornung's Guess</i>
9	Magic Missile	Jump	Identify•
10	Phantasmal Force	Protection From Evil	Mending
11	Shocking Grasp	Shield	Message
12	<i>Sleep</i>	Spider Climb	Mount
13	Spook	Ventriloquism	<i>Nahal's Reckless Dweomer</i>
14	<i>Taunt</i>	Wall of Fog	<i>Patternweave</i>
15	(choose)	(choose)	Unseen Servant
16	(choose)	(choose)	Wizard Mark•
17+	(choose)	(choose)	(choose)

OTHER OPTIONS: O—fireburst, fist of stone; D—lasting breath; M—conjure spell components, metamorphize liquids.

How New Spells Are Acquired

Once the initial spellbook is created, wizard player characters will doubtless be anxious to add to their spell lists as quickly as they can. The DM should monitor how easily spells can be acquired, making sure that the process is neither too fast nor too slow. An average wizard might add one or two spells per level. An aggressive wizard might average as many as three or four spells per level. A DM allowing more than four spells per wizard level is probably being too generous, and can expect wizard characters to dominate the campaign.

There are four ways to acquire new spells:

- Wizards are assumed to be doing a certain amount of spell research between adventures. As a result, each time a wizard receives a new spell level, he also receives a new spell of that level. This “free” spell is subject to all normal limitations: the wizard cannot exceed the maximum number or level of spells his Intelligence allows; and the selection is limited by school, kit, the “Chance to Know” roll, and might be further limited to the spells known by a mentor.
- The character finds a spellbook with the desired spell. Once a *read magic* spell has been used to render the spell accessible, a “Chance to Know” roll based on the wizard’s Intelligence is made. If successful, the wizard can thereafter memorize the spell directly from that source. The spell can be copied directly into the character’s own spellbook.
- The character finds a scroll with a spell that the wizard could memorize if it was in his spellbook. Once a *read magic* spell has been cast upon the scroll, a “Chance to Know” roll is made for the new spell. If successful, the wizard can copy the spell directly into his or her spellbook. This process destroys the portion of the scroll containing the transferred spell. If unsuccessful, the wizard can still use the scroll (that is, to cast the spell once).

Optionally, DMs running a magic-restricted campaign may rule that having a scroll only reduces the normal research cost and time by half. The scroll spell is destroyed in the research process. (This ruling will either require that all wizards maintain a library and laboratory, or that special facilities be made available, such as a wizard college.)

- The character can research a spell independently. This requires a library and a laboratory, which must be set up before the process can begin (this tends to tie the wizard to a given location). Guidelines are given in the *DMG*, the *Tome of Magic*, and *PLAYER’S OPTION: Spells & Magic* for spell research. Optionally, the DM may allow successfully researching a spell to compensate for a failed “Chance to Know” roll.

Some magics, such as the *write* spell, allow a spell to be transferred to the wizard’s spellbook even if the “Chance to Know” roll is failed or the spell is of higher level than the wizard can currently cast. These magics in no way allow such a spell to be memorized for use by the wizard.

Spell Maximums and Minimums

The original AD&D rules specified a minimum number of spells depending on the wizard’s Intelligence, which simply guaranteed a certain number of spells of each spell level. A wizard who worked through an entire level list of spells from the *Player’s Handbook* (or its campaign world equivalent) without acquiring the minimum number of spells was allowed a second chance for spells missed in the first pass (assuming the wizard still had access to those spells through collected books or scrolls). With the greatly increased number of spells in later editions, this rule was unnecessary and was dropped. Those wishing to use the rule can assume the minimum is half the allowed maximum.

The spell maximum is a function of the wizard’s Intelligence, and is an intentional and significant control on the wizard’s ability to gain spells. Once the maximum number of spells has been gained from a level list, the wizard cannot learn any more spells of that spell level. Ever. The only way to increase the number of spells available to the wizard is to increase the character’s Intelligence.

Example: While the PC’s Intelligence determines how many and which spells can be learned, this knowledge is by no means automatic. Nearly every spell that the character learns after the initial spellbook must be found and recorded. If Reedolent the Prestidigitator (Intelligence 15) has a repertoire of 7 first-level spells and finds a scroll with another, there is a 65% chance the new spell can be understood. If the spell can be comprehended, Reedolent can record it in his spellbook (thus destroying that portion of the

scroll). Reedolent is now the possessor of 8 spells, just 3 short of the maximum number of first level spells he can know.

Option: "Intelligence 19"

The maximum number of spells that can be known with a 19 Intelligence is 24. The maximum number of spells that can be learned by creatures of less than quasi-deity status is 30 spells per spell level at a 20 Intelligence.

Option: "Altering Spell Lists"

The DM may, under special conditions, allow a wizard to "clear" a spell from his spell list, reworking his neural synapse patterns to allow the acquisition of a different spell. The process is time-consuming, dangerous, and rarely done; each occurrence is individually adjudicated by the DM.

A month or more of intense concentration and purification of the mind and body is a prerequisite. Exact procedures vary. Typical regimens include: a long and uncertain magical ritual with cost, material component requirements, and success chances equal that of researching of a spell of equal level; direct intervention of a deity-level power invoked at great expense and risk; or a dangerous variation of the psionic discipline *psychic surgery*, requiring at least two weeks per spell level of complete bed rest and cessation of all magical operations during that time, and costing a point of Intelligence if unsuccessful.

Once the older spell has been "cleared," the result is just as if the wizard missed his "Chance to Know" roll for that spell: Memorization of the cleared spell for casting is impossible. It is permanently removed from the wizard's spell list (although it may remain in his books). Now that the wizard has re-created the ability to acquire a new spell of the desired level, that spell can be acquired according to the normal procedures for such activity.

Unusual Magical Disciplines

Within the common discipline of wizard spellcraft, each wizard is assumed to have a personal arcane script, a private symbology keyed to himself alone. However, there are other magical disciplines that are so different from each other and the common system as to require mastery of a completely different training, practice, and lifestyle. The obvious example is priestly magic. This discipline is so different from common wizard spellcraft that the followers of each discipline

cannot use the spells (including scrolls) of the other. Further examples of unusual spellcasting disciplines include:

- *Illusionist Magic*: The illusionist specialist cannot read normal magical books and scrolls, nor can their books and scrolls be deciphered by common mages. When gaining levels, they cannot receive spells from non-illusionists and vice versa. Instead of using *read magic*, illusionists use *read illusionist magic*. (This example is from the 1st Edition game, but is still used in many campaigns. For example, in the *FORGOTTEN REALMS* setting, illusionist writing is in a special language called Ruathék.)

- *Bard Magic*: The bard's magical writings are a mixture of magical script and musical notation. These are completely indecipherable to non-bard wizards, although the general bent of the magic might be discerned with study. Bardic spell notations are useful only to other bards, but bards are able to master *read magic* and its equivalents and can gain access to wizard scroll use. As noted in the *DUNGEON MASTER® Guide*, the results of this can be unpredictable.

- *Other Magical Disciplines*: The above examples can be expanded upon within an individual campaign. For example, in the *FORGOTTEN REALMS* setting, the old magics of the Old Empires area are founded on an entirely different magical discipline. While the "spells available" list overlaps with the standard campaign list, magical writings from this area cannot be accessed by northern wizards without the appropriate variation of the *read magic* spell, *read southern magic*. Likewise, saurial wizards don't use spell books at all, but elaborately carved staves that serve a similar function. Other cultures might use intricately knotted ropes, or delicately woven feather patterns to serve the same purpose. Normal wizards cannot use these magics unless they have learned the entire alien magical discipline (the equivalent of gaining a new class).

Unless *PLAYER'S OPTION* rules are being used, wizards cannot learn alien magical disciplines. If the *PLAYER'S OPTION* character construction rules are being used, an alien magical discipline can be learned at a cost in character points equal to that of adding clerical spells to a wizard character.

Finding Scrolls

If the DM uses alien magical disciplines, then some thought should be given to how often scrolls of the discipline are found. Too many odd disciplines in a campaign may make scrolls containing their magics too rare.

One way to ease this is for the DM to test scrolls in a treasure if a character with an alien discipline is present: There is a straight 1-in-6 chance per scroll that a character with an odd discipline finds a scroll he can use.

Magic in the Worlds

Elemental magic in the traditional FORGOTTEN REALMS®, WORLD OF GREYHAWK®, DRAGONLANCE, and MYSTARA® settings is based on *air, earth, fire, and water*. This varies in other settings: In the oriental setting, *air, earth, fire, and water* are joined by a fifth element, *wood*, and wizards are called *wu jens*. In the AL-QADIM setting, the four basic elements are traditional, but are called the *Provinces of Flame, Sand, Sea, and Wind*. Also, a special type of wizard here, the *shai'ir*, receives spells on demand from small elemental genies known as *gen*. In the Maztica setting, special craft magics exist, called *pluma* (feather) and *hishna* (animal) magic. In the sword-and-sandal DARK SUN setting, spellcasters are *preservers* or *defilers*, depending on whether or not their magic drains the living energy of that world. Here, psionics are as

important as magic. In the BIRTHRIGHT setting, *bloodline* abilities augment normal magics; scions of evil bloodlines are called *awnsheghlien*, and those of heroic bloodlines are called *ersheghlien*. In the SPELLJAMMING setting, flying ships are propelled by spellcasters using magical power sources called *major* and *minor helms*. In the swashbuckling RED STEEL setting, latent magical abilities called *legacies* result in baneful mutations (the *red curse*) unless controlled by exposure to the rare ore *cinnabryl*. The depletion of this ore is cause for concern. In the RAVENLOFT setting, the *Demiplane of Dread*, gothic horror in form of dark lords, each a godlike power trapped in a private *domain*, keeps adventurers on the run, looking for a way out and making special *fear, horror*, and *Ravenloft powers* checks. The PLANESCAPE setting presents new settings from the inner Elemental Planes to the Outer Planes, where the gods live. Casting magic here often requires special *spell keys*, and the denizens are divided into *factions* along alignment lines.

Abbreviations of Source Material

PHB = ADVANCED DUNGEONS & DRAGONS
Player's Handbook

DMG = ADVANCED DUNGEONS & DRAGONS
DUNGEON MASTER Guide

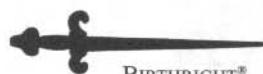
PO:SM = Player's Option: Spells & Magic

WoG = WORLD OF GREYHAWK Campaign Setting

A Guide to Spell Icons



AL-QADIM®
Arabian Setting



BIRTHRIGHT®
Setting of Kings



DARK SUN®
Psionic World Setting



DRAGONLANCE®
Epic Romance
Setting



Kara-Tur/The Horde
Oriental Setting



Maztica
Aztec/New
World Setting



PLANESCAPE™
Other Planes'
Setting



RAVENLOFT®
Gothic Fantasy Setting



RED STEEL®
Swashbuckling
Fantasy Setting



Savage Lands' Setting



SPELLJAMMER®
Fantasy Space Setting

¹Although there is no specific setting for savage spellcasters, many worlds have areas from which these might come. This icon marks spells particularly suited to an outland "savage" wizard or witch-doctor.

A Summons One Dares Not Deny

A *MYSTARA* setting spell, aka Alyssindra's summons.

Abi-Dalzim's Horrid Wilting (Alteration, Necromancy) (Water)

Level: 8

Range: 20 yds./level

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 30-ft. cube

Saving Throw: $\frac{1}{2}$

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per level of the caster, to a maximum of 16d8. Affected creatures are allowed a saving throw vs. spell for half damage. This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

The material component is a bit of sponge.

Notes: Uncommon or rare (*ToM*).



Abrasion

Athasian Dragon King
magic; psionic component
renders the spell uncastable by wizards.



Absolute Immunity, Sylune's See Sylune's absolute immunity.

Absorption (Abjuration, Evocation)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 5 rds./level

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to absorb and redirect magical energy, up to ten spell levels. The incoming spell is nullified and its energy is stored for later use. Any type of spell can be absorbed, except for the following: area spells not targeted directly at the caster, touch attack spells, and the effects of magical devices. Priest spells, any spell scroll, and any spell-like ability use can be absorbed.

At any time during the spell's duration, the caster can expend stored energy to cast a currently memorized spell, without wiping it from his memory. This has a casting time of 1. For example, a wizard absorbing a *feeblemind* spell (5th level) releases a *lightning bolt* (3rd level), has two levels of energy available, and can absorb five more levels of spell energy before the capacity of the spell is completely used. Unused energy and storage capacity are lost when the spell ends.

If an incoming spell exceeds the remaining capacity of the *absorption* spell, the caster gains a +2 bonus to his saving throw for each incoming spell level that is absorbed, even against spells that normally allow no saving throw. A roll of 1 always fails, regardless of the total of the modifiers.

The caster can voluntarily suppress the *absorption* for a round in order to receive beneficial spells, but cannot absorb hostile spells in that round.

The spell requires an amulet worth at least 1,000 gp, which must be kept on the caster's person for duration of the spell. The amulet glows when spell energy is stored. It can be reused.

Notes: Very rare. (Updated from *POLYHEDRON* Newszine.)

Accelerate Animal Growth**(Chronomancy)****Reversible**

Level: 5

Range: 10 ft./level

Components: V, S, M

Casting Time: 2 rds.

Duration: Instantaneous

Area of Effect: 1 animal

Saving Throw: Neg.

Upon casting this spell, the chronomancer manipulates time with respect to a creature of animal intelligence (1). A creature ages up to one month per level of the chronomancer. The amount of aging must be decided before the spell is cast. Aging occurs at a rate of one month per turn. The creature must make a system shock check at 85% (+1%/Hit Die of the animal, to 99%) or die within 1d4 rounds. Any actions (combat, flight, and so on) the creature takes during the process occur at half its normal ability (attacks as if at half its Hit Dice and loses half its attacks, movement base is halved, and so on). This spell does not allow the creature to exceed its natural size.

The material component necessary for this spell is a piece of bio-matter from the type of animal to be affected. If the chronomancer touches the animal during the spell, no material component is required.

The reverse of this spell, *reverse animal growth*, reduces the age of the affected creature by up to one month per caster's level to a minimum age of one month. The amount of change must be decided before the spell is cast, and the reversal occurs at a rate of one month every two turns. The rules for the material component are the same.

Notes: Common for chronomancers; otherwise very rare.

Accelerate Erosion*Reversed form, see sands of time.***Accelerate Lifeline****(Chronomancy)****Reversible**

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This spell speeds the aging process of any creature of Intelligence 2 or greater. The creature ages up to one year per level of the chronomancer. The exact amount must be set to the nearest month before the spell is cast. Aging occurs at a rate of one year per turn and a system shock roll to avoid death is required. While undergoing the change, any action attempted is performed at one-half normal ability.

The material component is a small piece of polished amber and an ounce of ichor from a tether beast. The affected creature must be touched, and it receives a saving throw vs. death magic if unwilling.

The reverse of this spell, *reverse lifeline*, cannot bring back the dead, but it can reduce the age of the recipient by up to one year per level of the caster. Age reduction occurs at a rate of one year per turn, and a system shock roll to avoid death is required. The creature must still be touched, and it receives a save if unwilling. The material components are the same as above, plus a cup of pure spring water subjected to the Demiplane of Time for one subjective day.

Notes: Restricted to chronomancers; common.

Accelerate Plant Growth**(Chronomancy)****Reversible**

Level: 2

Range: 10 ft./level

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 100 sq. ft./level maximum

Saving Throw: None

When this spell is cast, it manipulates time to accelerate the aging of plants. This does not allow them to grow beyond their natural size. The area of effect is up to a maximum of 100 square feet per caster's level, and the spell can affect either all plant life or be limited to only one type of plant in that area. The caster can accelerate the growth of plant life by up to one month per level.

The actual amount of aging (to the nearest week) must be decided before the spell is cast. Aging occurs at a rate of one month per turn. If the normal cycle of the plant is exceeded (for a seasonal crop or biannual flower), the plant life withers and dies. This spell is in high demand when early winters or harsh summers threaten crops.

A material component is necessary only if the caster wishes to affect one type of plant. A sample of that plant type is then required.

The reverse of this spell, *reverse plant growth*, cannot bring back plants that have completely died. It can reverse the aging of live plants by up to one month per level of the chronomancer, the total age reversed being set before the spell is cast. Reverse aging occurs at a rate of one month every two turns. A popular use is to get second harvests, but this can be done only with plants that exist year round (fruit trees, berry bushes). The same rule on material components applies.

Notes: Common for chronomancers; otherwise very rare.

Accelerate Metabolism (Chronomancy)

Level: 6
Range: Touch
Components: V, S, M
Casting Time: 6
Duration: 1 turn/level + 1–6 turns
Area of Effect: Creature touched
Saving Throw: None

This spell allows for natural healing by speeding up the life processes of the subject. Life processes (sleeping, eating, healing) progress at a rate of 1 day per turn for the duration of the spell. The creature cannot move or fight any faster than normal. If the creature is unwilling, a saving throw vs. spell is allowed to negate the effect.

Seven rounds per turn must be spent eating and drinking a day's rations, the other three rounds must be spent resting. If insufficient nourishment is provided, the creature suffers from thirst and starvation. If insufficient rest is taken, exhaustion results and no healing occurs.

The creature regains 1 hit point per turn for the first seven turns (minus any penalty due to poor Constitution). In subsequent multiples of seven turns, those with Constitution bonuses receive the Constitution hit point bonus as additional healing. In any case, 28 turns of accelerated metabolism heal an individual completely, but age the creature a week (as opposed to a day), due to the stresses of the artificially high metabolic rate.

The material component for this spell is a candle, which must be lit at both ends. The candle must burn for the duration of the spell; if it is extinguished, the spell ends prematurely. The candle is completely burned if the spell runs its normal course.

Notes: Restricted to chronomancers; very rare.
(Updated from *DRAGON Magazine*.)

Accuracy (Enchantment/Charm) (Geometry) Reversible

Level: 1
Range: 10 ft.
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 rd./level
Area of Effect: 1 missile/level
Saving Throw: None



Using this spell, a wu jen can temporarily enchant missiles, both normal and magical, to improve the chance of hitting distant targets. Missiles that can be so enchanted include all items that can be discharged or thrown by a normal man-sized creature. A bundle of arrows could be so enchanted, but the bolt fired by a ballista could not. Likewise, a stone thrown by a giant is not affected by this spell nor could the boulder thrown by an individual wearing a *girdle of giant strength* be affected.

Upon casting the spell, the missile is enchanted and glows faintly, making it easy to distinguish from normal missiles. For the duration of the spell, all range categories for the missile are double their normal range. Thus, an arrow fired from a daikyu (great bow) would have ranges in yards of 140 (short), 280 (medium), and 420 (long) instead of the normal 70, 140, and 210 yards. This improves the accuracy of the missile since the range modifiers may be less than those that would normally apply. The enchantment remains on the missile until the duration ends. It is possible that a missile fired at an opponent could be fired back, if it could be easily found.

The spell requires brush and ink, which are used to write a mystical character on each missile so enchanted.

The reverse of this spell, *inaccuracy*, is cast upon a creature, not a missile. For the duration of the spell, all missiles fired at that creature are treated as if the target were one range category farther away than it actually is. Short range becomes medium range, medium range becomes long range, and a long range target is considered out of range. A thick piece of ground glass is required for the reverse of the spell.

Notes: Common in oriental settings; otherwise very rare.

Acid Arrow, Melf's See Melf's acid arrow.

Acid Bolt**(Evocation)
(Alchemy)**

Level: 4

Range: 60 yds. + 10 yds./level

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 or 2 creatures

Saving Throw: None

This spell summons two teardrop-shaped bolts of flesh-corrosive force that dart forth from the caster's hands to strike their targets unerringly. Each target must be a single creature that the caster can see and distinguish from others during casting. Once hurled, a bolt will follow a fleeing target out of the caster's view and dodge around obstacles and other creatures, even those who move to intercept it. The caster cannot aim the bolts at specific body parts, areas, or carried items.

Any being struck by an acid bolt suffers 4d4 points of damage. Skeletal or noncorporeal undead and nonliving objects (even wood and cloth) are unaffected by an acid bolt.

Notes: Rare spell. (Updated from *DRAGON Magazine*.)

Acid Bolt — Drow**(Conjuration)**

Level: 4

Range: 200 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous + 1 rd./3 levels

Area of Effect: Special

Saving Throw: Special

The caster creates a continuous, straight stream of shimmering liquid that emerges from the caster's hand, and can be aimed, using the caster's attack roll to attain a "direct hit." On impact, the bolt forms a 10-foot radius sphere of acid, and explodes outward in a burst of liquid.

Creatures in the sphere of acid suffer 4d4 damage and each exposed item they wear or carry must make a saving throw vs. acid. Creatures hit by the sphere take damage for multiple rounds, unless the acid is somehow neutralized. The continuing effect is an additional 1d4 points of acid damage per three levels of the caster per round. The effect lasts 1 round for every three experience levels of the caster. Thus a 10th-level caster's *acid bolt* lasts for a maximum of three additional rounds, inflicting 3d4 additional points of acid

damage per round. The acid can be countered by dousing the victim in at least a half gallon of water, wine, or similar liquid, or other measures deemed sufficient by the DM.

Creatures struck by splashes from the acid bolt (any creature within a 20-foot radius danger zone) take 2d4 points of acid splash damage. Splash damage is only taken for the round in which the bolt strikes and generally won't require item saving throws.

The material components of this spell are spittle from the caster, a dart, thorn, needle, or icicle, a crystal or glass sphere of any size, and a clear glass vial of acid.

Notes: Common for drow; otherwise rare.

Acid Cloud, Otiluke's*See Otiluke's acid cloud.***Acid Lash****(Evocation)**

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 3 rds.

Area of Effect: Creates 1 lash

Saving Throw: None

This spell brings into being a vivid, purple, radiant line of magical force projecting from one of the caster's hands. Weightless, it crackles and wavers constantly, yet always projects straight out from the caster's forearm, like a lance. An *acid lash* is 7 feet in length. It rebounds from solid barriers that restrict its full length, bending in random directions. This poses no harm to the wielder. The caster of an *acid lash* cannot be harmed by it.

An *acid lash* can be swept back and forth to strike opponents. It bends around solid bodies that it is pulled through, passing easily. Though most casters employ an *acid lash* against a single opponent, it can deal damage to any number of foes—or friendly beings, for that matter—in certain situations. For example, it can be held across a doorway to harm all who pass through, or thrust directly out at charging foes.

An *acid lash* has no solidity; it is actually a corrosive field that deals 4d4 points of damage (8d4 to undead). The lash strikes with a THAC0 of 14 because of the ease of striking foes with a sidewise, sweeping motion, but even if the lash is cut across a foe and back many times during a round, 4d4 points of damage is all that is dealt to a given being in a single round. The corrosive

field is not hampered by armor, but as it is not true acid, it does no harm to armor, other metal, or even leathers.

While employing an *acid lash*, the caster cannot directly wield any two-handed weapon or any item larger than a dagger (held or thrown) in the other hand, and cannot cast any spell having a somatic component. An *acid lash* can be banished instantly by a silent act of will if the caster desires.

The material components of an *acid lash* are at least three drops of any acidic liquid.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Acid Rain — Red Wizard (Alteration)

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 3-ft. diam./level circle

Saving Throw: ½

This spell creates an intense storm of burning, corrosive acid over a circle 3 feet in diameter for each level of the caster (a 12th-level wizard can cast the spell in a 36-foot diameter circle). The acid inflicts $6d4+6$ points of damage per round as long as the target remains within the area of effect. In addition, exposed equipment must save vs. acid each round that it is in contact with the spell, or be destroyed.

The material component of this spell is a vial of strong acid.

Notes: Restricted to the Red Wizards of Thay or those trained by them; common.

Acid Storm (Evocation) (Alchemy, Water)

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 20 ft. radius, up to 20 ft. high

Saving Throw: ½

This deadly spell unleashes a downpour of magical, gelatinous acid droplets. All creatures within the area of effect are coated by globs of gooey acid. The acid can be washed off only with

wine, vinegar, or by a successful *dispel magic* or similar spell. The acid remains present for 1 round per level of the caster, then vanishes.

Creatures coated by the acid suffer 1d4 hit points of damage each round during rounds 1–3, 1d6 points in each of rounds 4–6, and 1d8 points on each round thereafter. Creatures that successfully save vs. spell during the first round suffer only half damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted. Acid damage can be healed through any means except regeneration.

The material component is a drop of acid.

Notes: Uncommon spell (*ToM*).

Acid Wit, Sacremon's See Sacremon's acid wit.

Acidic Grip, Brannart's See Brannart's acidic grip.

Adeamozs, Cloak of See cloak of Adeamozs.

Adhesion (Alteration) (Alchemy)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 2 objects

Saving Throw: Special

This dweomer causes two solid objects to adhere to one another for the duration of the spell. The caster must touch the juncture between the objects while intoning the spell. The adhered objects can be separated by a successful bend bars/lift gates check, by means of a *dispel magic* spell, or by exerting a force of more than 1,000 pounds plus 100 pounds per caster level (about two horsepower at 1st level). If the spell is employed against materials or objects worn or carried by an unwilling creature, the subject gains a saving throw vs. spell to avoid the effect.

The material component is a pinch of powdered horse's hoof.

Notes: Uncommon spell. (Updated from *POLYHEDRON* Newszine.)

Advance Image Reversed form, see delay image.



Advanced Domination

Athasian Dragon King magic; psionic component renders the spell uncastable by wizards.

Advanced Illusion

(Illusion/Phantasm)

Level: 5

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: One 40-ft. cube + one 10-ft.
cube/level

Saving Throw: Special

This spell is essentially a *spectral forces* spell that operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the wizard to concentrate on the spell for longer than the round of casting it, as the program has then started and will continue without supervision. The illusion has visual, audio, olfactory, and thermal components. If any viewer actively attempts to disbelieve the spell, he gains a saving throw vs. spell. If any viewer successfully disbelieves and communicates this fact to other viewers, each such viewer gains a saving throw vs. spell with a +4 bonus.

The material components are a bit of fleece and several grains of sand.

Notes: Common spell (PHB).

Adventurer's Luck, Drawmij's

See Drawmij's adventurer's luck.

Aerial Acceleration — Dragon

(Alteration)

Level: 2

Range: Touch

Components: V

Casting Time: 2

Duration: 1 turn + 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

Although developed by dragons, *aerial acceleration* can affect any single flying creature, either natural or empowered by magic, touched by the casting dragon. This spell reduces air friction, increasing a creature's flying movement rate by 50%. Thus, a dragon with a movement rate of 24 can fly at 36 for the spell's duration. While flying at this increased speed, however, the dragon's maneu-

verability class (MC) worsens one step, and special aerial maneuvers (for example, snatch) are impossible. The dragon is not required to move at the increased rate, and may slow to overcome the spell's drawbacks. *Aerial acceleration* cannot be cancelled at will, but a successful *dispel magic* or a more powerful spell can force it to end prematurely.

Dragons typically use this spell before an aerial battle to increase their odds of catching opponents by surprise or, if things go awry, as a way to outdistance pursuers. Inventive dragons may find other uses for the spell.

Nondragon spellcasters may have converted *aerial acceleration* to their own use, and versions unrelated to dragon magic may have been devised independently by several wizards. These spells are of higher level, for the draconic version depends heavily on a dragon's innate ability to visualize flight patterns and air currents.

At the DM's discretion, dragons who employ this spell regularly might be considered expert flyers, and thus might retain their normal maneuverability class and aerial tactics. This should be the exception and not the rule.

Notes: Restricted to dragons; uncommon. (Updated from *DRAGON Magazine*.)

Affect Normal Fires

(Alteration)

(Alchemy, Fire)

Level: 1

Range: 5 yds./level

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: 10-ft. radius

Saving Throw: None

This spell enables the wizard to cause nonmagical fires—from as small as a torch or lantern to as large as the area of effect—to reduce in size and brightness to become mere coals or increase in light to become as bright as full daylight and increase the illumination to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire.

The caster can affect any or all fires in the spell's area. He can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until the caster cancels it, all fuel is burned, or the duration expires. The caster can also extinguish all flames in the area, which expends the spell immediately. The spell does not affect fire elementals or similar creatures.

Notes: Common spell (PHB).

Afterclap

(Alteration)
(Chronomancy)

Level: 8
Range: 10 ft./level
Components: V, S, M
Casting Time: 8
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: None

This spell allows the caster to duplicate the damage suffered by a single creature within spell range on the previous round. Damage is precisely duplicated in type and amount—in other words, the same damage rolls, saving throws, ability checks, and so on occur in the same way as in the previous round. The damage may have been caused by any source, not just magical attacks.

For example, an evil fighter is struck by two arrows, taking 3 and 4 points of damage, parries a thrust by a ranger with a *sword of sharpness*, is backstabbed by a thief with weakly poisoned dagger (missing the saving throw vs. poison and taking 15 points of damage), and takes more 11 points of damage after making his saving throw against a *finger of death* spell, all in the same round that a wizard casts *afterclap* against him. The next round, the fighter takes another 33 points of damage from the *afterclap* ($3 + 4 + 15 + 11 = 33$), in addition to whatever damage his enemies inflict.

The material component of an *afterclap* is a bit of stiff rubber or gum that is pulled until it snaps back.

Notes: Very rare in the FORGOTTEN REALMS setting and for chronomancers; virtually unknown elsewhere.

Agannazar's Scorch

(Evocation)
(Fire)

Level: 2
Range: 20 yds.
Components: V, S
Casting Time: 3
Duration: 2 rds.
Area of Effect: jet 2 ft. wide \times 60 ft. long
Saving Throw: Special

Upon casting this spell, a jet of flame appears at the caster's fingertips and bursts out toward one creature or object of the caster's choice. The

target will be hit by the flame for 3d6 points of damage in the first round and 3d6 points the following round if it remains within the spell's range. The target has no saving throw against this spell, though anti-fire capabilities such as fire resistance will apply and may reduce or eliminate the damage.

Other creatures in the path of the flame jet can make a saving throw vs. spell to avoid 2d8 points of fire damage. A successful saving throw reduces this to 1d8 points of damage.

The caster cannot perform other actions during the second round of the spell or discontinue the spell until it has run its course. If the target moves more than 60 feet away from the caster or takes shelter behind some large fireproof object in the second round, the flame jet will remain directed toward its original target even though no further damage can be caused. Like the *burning hands* spell, flammable materials such as cloth, paper, parchment, thin wood, and so forth in its path will burn, but can be extinguished in the next round if no other action is taken.

Notes: Rare or very rare spell. Known to be in the *Tome of the Covenant*.

Age Animal

(Alteration)

Level: 6
Range: 10 ft.
Components: V, S, M
Casting Time: 1 hr.
Duration: Instantaneous
Area of Effect: 1 animal
Saving Throw: Special

This spell can be used only on animals, including giant types and minimals. It instantly ages the animal by as much or little as the caster desires, up to one year per level of the spellcaster. The wizard must make a saving throw vs. spell when the spell is cast; failure means the wizard ages by as many months as the creature ages years.

The spell is most often used to age the subjects of breeding experiments, as it has less chance of adversely affecting the offspring than less subtle dweomers.

Notes: Rare spell. (Updated from *IMAGINE Magazine*.)

Age to Destruction — Ninja

(Alteration, Necromancy)



Level: 3
 Range: 2 ft./level
 Components: S
 Casting Time: 1 rd.
 Duration: Instantaneous
 Area of Effect: 1 object (3 cubic ft.)
 Saving Throw: Neg.

With this spell, the ninja can age any nonliving material (of a maximum volume of 3 cubic feet) by about 100 years. An object affected by the spell makes an item saving throw vs. disintegration to avoid the spell's effect.

An object that fails its saving throw suffers the ravages of a hundred years of aging, on the inside. On the outside it appears normal, but a little more weathered than before. Stone items are affected very little, but wood rots, metal rusts or corrodes through, and other materials suffer similar results. The next time an object affected by this spell is picked up or otherwise used, it crumbles into ruin. If the object is already under strain when the spell is cast on it, it gives way immediately.

This spell allows a spellcaster to sabotage crucial objects or pieces of equipment: a ladder rung, a wooden step, the sword of an enemy, etc. A fleeing ninja can use this spell to drop a portcullis, booby trap a stairway he has just descended, or destroy a weapon about to be wielded against him. It will not allow the ninja to sink a boat; the keel exceeds the spell's volume limitations. (However, a hull patch that does not exceed the volume limitation could be destroyed by the spell.)

The spell does not affect living creatures. It will not cancel the effects of a potion of *longevity*. If cast on such a potion, however, the spell permanently renders the potion useless. A potion of *longevity* is the only item that does not receive a saving throw against this spell.

Notes: Restricted to ninja spellcasters and those trained by them; common.

Agitate Wounds — Old Empire

(Necromancy)

Level: 4
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 4
 Duration: Instantaneous + Special
 Area of Effect: 1 creature
 Saving Throw: Special

By means of this spell, the caster can affect a creature that has been wounded by an edged weapon. This spell reopens bound wounds (or causes unbound wounds to bleed severely), inflicting 2d6 points of damage. One who rolls a successful saving throw vs. spell suffers no further damage from this spell. If the saving throw fails, however, the victim suffers 1d3 additional points of damage per round until the wound is dressed and bound (or bound again, as in the case of reopened wounds). Creatures without blood, such as skeletons, are unaffected by this spell, as are those with regeneration abilities and those under the effects of a *periapt of wound closure* or similar magic.

The material component for this spell is a pinch of salt.

Notes: Uncommon for necromancers; otherwise rare. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Agra's Ambush

(Abjuration)
 (Mentalism)

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 3
 Duration: 1 turn + 1 rd./level
 Area of Effect: Creature touched
 Saving Throw: Neg. (when cast)
 $\frac{1}{2}$ (when triggered)

This spell is used against psionic opponents. When cast, it creates a mental trap in the subject's mind. An unwilling recipient of this spell is allowed a saving throw vs. spell to prevent *Agra's ambush* from being set in its mind.

This trap instantly discharges upon any psionic contact or attack, as well as mind-contacting spells such as *ESP* and *telepathy*. The trap causes 1d4 hit points damage, plus 1 point per level of the caster to the initiator of the contact, save vs. spell for half damage.

The material component is some roughly ground glass, which must be sprinkled in a circle around the recipient.

Notes: Uncommon or rare for mentalists and psionic spellcasters; otherwise very rare. (Updated from *POLYHEDRON* Newszine.)

Aiming at the Target (Invocation)

Level: 5

Components: S

Range: 0

Casting Time: 3

Area of Effect: The caster

Duration: Maximum 2 turns

Saving Throw: None



This spell is an outgrowth of the wu jen's training in meditation and his ki powers. It is cast by calming and clearing the mind through carefully controlled and strict breathing exercises. This action releases the energy of the spell.

When cast, this allows the wu jen to concentrate on a single action regardless of other actions. It is one of only two spells a wu jen can cast without breaking the concentration required to maintain another spell (*finding the center* also has this property). A wu jen could cast *phantasmal force* on one round and *aiming at the target* the next without breaking the concentration he needs to maintain the phantasmal force.

Once cast, it allows the wu jen to move normally, receive his normal defensive adjustment for Dexterity, suffer damage, and make successful saving throws without breaking his concentration. The mind of the wu jen is focused on the spell he is concentrating on, yet he is aware of events occurring around him.

The duration of the spell is two turns or until he stops concentrating on the first spell.

Notes: Restricted to oriental spellcasters and those trained by them. Common in oriental settings; otherwise very rare.

Air Breathing

Reversed form, see water breathing.

Air Elemental Guide

See elemental guide.

Air Spiral (Alteration, Evocation) (Air)

Level: 8

Range: 60 yds.

Components: V, S

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

An *air spiral* spell creates an upright, helix-shaped, revolving staircase in the air. It appears with one of its treads firmly under the caster's feet. The caster can choose to be at the top or bottom of the stair, or anywhere in between. The staircase itself can rise or descend at a flying movement rate of 9, aneuerability Class D, as the caster wills. It revolves in an area 90 feet high and 20 feet in diameter.

Although the *air spiral* cannot move through solid objects, it can pierce all known magical barriers (such as *forcecages* and *prismatic spheres*), opening permanent safe-passage holes in them as large as the stair-spiral. A being on the stair could safely pass a barrier, but one clinging to the outside of the stair rail would be subject to the effects of contact with the barrier. When an *air spiral* strikes an immobile solid object (such as the ground or a wall), it does so gently, in the same way a *featherfall* spell minimizes the shock of a landing.

All beings who can reach this staircase can stand on it, cling to it, or climb up and down it. While in direct contact with the *air spiral*, beings can breathe underwater if the stair takes them there, and they are immune to the effects of heat, cold, electrical discharges (including all sorts of lightning), and all crushing or constricting attacks (including water pressure and spell or monster attacks).

In any round, the caster can work only one of these effects, and can affect only one creature.

- The caster of the *air spiral*, whether on the stair or not, can by will banish any extraplanar creature in contact with the stair instantly back to its home plane. Such creatures get no saving throw.
- The caster can also force any being touching the stair back into its true form, thus ending any curses, shapeshift magics, illusions, and disguises of less than demigod power that mask the being's real appearance.

The caster can also make the magic end and the stair vanish at will, or cause it to explode in *whirling eddies* that occupy the same volume as the spiral, but have the following effects:

- They extinguish all flames instantly.

- They destroy any air elementals on contact, or they banish any other sorts of creatures from the Plane of Elemental Air back to that plane, and bind them so that they cannot reenter the Prime Material Plane for one lunar cycle (about a month) per level of the caster. (Such creatures can travel freely to and among all other planes if they normally have the ability to do so.)
- If they have not been used upon creatures from the Elemental Plane of Air, the eddies inflict 1d12 points of damage plus 1d4 hit points per level of the caster on any other single creature, and force a system shock survival roll upon all beings of 7 or less experience levels or Hit Dice. Failed system shock rolls result in death.

This spell is often collapsed instantly into its *whirling eddies* aspect by casters seeking to use it only as an offensive weapon or to extinguish flames.

Notes: Rare for Air mages and very rare for others in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Air to Flesh

Reversed form, see flesh to air.

Airball

(Evocation)
(Air)

Level: 8
Range: 120 yds.
Components: V, S, M
Casting Time: 3
Duration: Special
Area of Effect: Creates one 10-ft. diam. sphere
Saving Throw: None

When this spell is cast, a stormy-blue, boulder-sized sphere of air under incredible pressure is created within 120 yards of the caster. If created in the air, the ball (which weighs about 5 lbs.) immediately falls toward the ground. If it falls 20 feet or more, the ball breaks into eight separate blasts of wind upon striking the ground, each equal to a *gust of wind* spell cast by an 8th-level spellcaster (winds of 30 m.p.h.); each blowing in one of eight compass directions from the point of impact (N, NE, E, etc.). In addition, the winds stir up all local dust and dirt for 1d4 rounds, limiting vision to 10 feet in their areas of effect. If the *airball* lands on water, the spray blast has the same effect.

If the *airball* fails to burst, then it cannot be moved once it touches the ground, remaining stationary and permanent until broken. The sphere is

AC 6; any damage will penetrate its sensitive surface and set it off, although touching or pushing on it won't do so.

The spell requires one million cubic feet of air: for example, a $100 \times 100 \times 100$ -foot volume. From this open air is drawn the compressed air for the sphere. Note, however, that casting this spell does not create a vacuum.

Notes: Rare; uncommon for Air mages. (Updated from *DRAGON Magazine*.)

Airboat

(Alteration, Enchantment)
(Air)

Level: 8
Range: 1 mile
Components: V, S
Casting Time: 1 rd.
Duration: 1 hr./level
Area of Effect: 1 cloud
Saving Throw: None

This spell must be cast under a cloudy sky. The caster points at a cloud, which immediately descends toward him. As it comes closer, the cloud changes shape, becoming any sort of vessel imagined by the wizard (a dragon-shaped galley, a one-man dinghy, etc.).

Although the airboat is made of cloud, it feels solid and can support the weight of the caster plus one passenger per level of the wizard. It can move at a rate of 21 (MC: D).

The caster maintains total telepathic control over the airboat's speed and direction. While controlling the vessel, the wizard is able to perform other actions but cannot cast other spells.

Notes: Common for Air mages; uncommon for others (*ToM*).

Airbolt**(Alteration)**
(Air, Force, Water)

Level: 3
 Range: 20 yds. (60 yds. underwater)
 Components: V
 Casting Time: 3
 Duration: Instantaneous
 Area of Effect: 1 creature or object
 Saving Throw: None

Using only verbal components, this spell focuses the air around the caster into a powerful invisible bolt; a concentrated blast of air roughly 3 inches in diameter. *Airbolt* is particularly effective underwater.

Only one creature or object can be the target of this spell. Damage for this spell underwater is 1d6 per level, to a maximum of 10d6 at 10th level. A saving throw vs. spell is allowed for half damage. The spellcaster blows a puff of air as this spell is cast.

In the air, this bolt inflicts only half the number of dice damage as it does underwater (round up), and it will not work in a vacuum at all.

Notes: Uncommon for Air and Water mages; rare for others. (Updated from *DRAGON Magazine*.)

Airsphere**(Alteration)**

Level: 3
 Range: 0
 Components: V, S, M
 Casting Time: 3 rds.
 Duration: Special
 Area of Effect: 20-ft. radius
 Saving Throw: None

This creates a mobile sphere of breathable air, identical to the atmosphere of the caster's home world or land. This air can be fouled with use as other atmospheres, but drives out and displaces any fouled air it contacts for the first three turns of its existence.

The air comes into being around the caster, but does not mix with the surrounding atmosphere. During the first three turns, the caster can mentally move the airsphere in any direction, at a movement rate of 9, to a distance of 10 yards per level. Thereafter it is no longer under the caster's control, and obeys the gravity of nearby objects. This spell is often used to aid a stranded being in space by hurling air to him.

If an *airsphere* contacts a fiery explosion in the

phlogiston, the fiery area expands to the limits of the airsphere and fouls it. Those within this expanded area of effect suffer +1 point per die of normal fire damage.

The material component (broken during casting) is a small crystal or glass sphere holding air.

Notes: Common for spellcasters from a spelljamming culture; otherwise rare.

Airy Water**(Alteration)**
(Air, Water)

Level: 5
 Range: 0
 Components: V, S, M
 Casting Time: 5
 Duration: 1 turn/level
 Area of Effect: 10-ft. radius sphere or
 15-ft. radius hemisphere
 Saving Throw: None

The *airy water* spell turns normal liquid, such as water or water-based solutions, into a less dense, breathable substance. Thus, if the wizard wanted to enter an underwater place, he would step into the water, cast the spell, and sink downward in a globe of bubbling water. He and any companions in the spell's area of effect can move freely and breathe just as if the bubbling water were air. The globe is centered on and moves with the caster. Water-breathing creatures avoid a sphere (or hemisphere) of airy water, although intelligent ones can enter it if they are able to move by means other than swimming. No water-breathers can breathe in an area affected by this spell. There is only one word that needs to be spoken to actuate the magic; thus, it can be cast under water. The spell does not filter or remove solid particles of matter.

The material component of the spell is a small handful of alkaline or bromine salts.

Notes: Common spell (*PHB*).

Alacrity**(Alteration)
(Chronomancy)**

Level: 3
 Range: 0
 Components: V, S, M
 Casting Time: 1
 Duration: 1 turn + 1 rd./level
 Area of Effect: The caster
 Saving Throw: None

The use of an *alacrity* spell allows the wizard to speed up the casting of spells of 5th level and lower. Only spells that are cast within the *alacrity* spell's duration are affected.

Casting times of 2–5 are reduced by 1; casting times of 6–9 are reduced by 2; and a casting time of one round is reduced to a casting time of 8. Casting times for spells that require more than 1 round are reduced by 20% (e.g., an *animate dead* spell affected by *alacrity* could be cast in only 4 rounds). Spells that have a casting time of 1 are not affected by this spell.

The material component is a miniature hour glass, which is destroyed when the spell is cast.

Notes: Uncommon spell (*ToM*).

Alahandra's Questing Call**(Divination)**

Level: 3
 Range: 10-mile radius
 Components: V, S, M
 Casting Time: 3 turns
 Duration: 3 rds./level
 Area of Effect: 1 mirror
 Saving Throw: Neg.

Created by Alahandra of Waterdeep, this spell calls forth the images of adventurers who are "between quests" at the moment. The spellcaster is not in control of what sort of adventurers the spell indicates, and the adventurers must be within range of the spell. The spell often misfires (30%), showing either nothing or scenes from another plane of existence entirely.

Only the vague shadowy image of one or two of the adventurers and their approximate location is indicated by the spell.

The materials needed are a silver mirror, a small bell, and a candle made from beeswax. Only the mirror remains after the spell's completion.

Notes: Uncommon or rare for diviners; otherwise rare or very rare. (Updated from *DRAGON* Magazine.)

Alamanther's Return**(Alteration, Evocation)**

Level: 9
 Range: 60 yds. + 10 yds./level
 Components: V, S
 Casting Time: 4
 Duration: As duplicated spell
 Area of Effect: As duplicated spell
 Saving Throw: As duplicated spell

This spell allows the caster to duplicate the effects of any one wizard spell he has seen cast—even if he does not know how to cast the spell, lacks the necessary material components, and is ignorant of even the spell's name. The duplicated effect cannot be a magical item discharge, psionic effect, natural spell-like power, or a priest spell. The damage, extent, and duration of the duplicate spell match exactly those of a chosen casting that the caster saw. The target of the *return* is up to its caster, and need not duplicate that of the observed casting.

Should the caster try to exceed the original spellcaster's maximum range, the duplicated spell will go as far as the original spellcaster could have sent it, and its effects appear at that point. For example, a 5th-level wizard's *fireball* goes 60 yards. Suppose the caster saw it cast only 30 yards. If the caster duplicates the *fireball* and targets a creature 80 yards away, the fireball will go 60 yards toward the creature and detonate at the limit of the original wizard's range.

Alamanther's return cannot be used to duplicate any spell available to the caster. A spell scanned but never memorized by the caster or a spell the caster cast once from a scroll that then faded is not considered available for these purposes. Any spell the caster has researched, studied, or copied into a spellbook is considered available, even if it is not currently memorized and the book it is written in is inaccessible. The dweomer allows only one casting based on one sighting; after using *Alamanther's return*, the wizard must see another casting of an unavailable spell before *Alamanther's return* can create that effect once more.

The spell is named for the mage who devised it, Alamanther of Aglarond. Alamanther was once the consort of the Simbul, before he was destroyed in a duel with a Red wizard of Thay. Alamanther delighted in using it to hurl nasty spells used on him right back at those who cast them.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Alamir's Fundamental Breakdown

(Divination)

(Air, Earth, Fire, Water, Alchemy)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 object or compound

Saving Throw: Special

By casting this spell, the wizard learns what ingredients and formulas were used to create a chemical mixture or magical item. The information instantly appears in the caster's mind but may be lost if the wizard cannot comprehend it. The caster must roll an Intelligence check; if successful, the wizard understands the formula and retains it in his memory. If the roll is failed, the caster cannot comprehend what he has learned and the information is immediately forgotten. If the spell is cast a second time on the same substance, the spell automatically fails unless the wizard has advanced to the next experience level. The caster's level determines the type of information gleaned:

- *5th Level:* The type and quantity of ingredients and the preparation process required to produce a nonmagical mixture are learned. For example, the wizard could learn how to produce Greek fire or gunpowder from a sample, or could learn the recipe for something simple, like chocolate cake.
- *9th Level:* The wizard can learn the proper ingredients and formula for making a magical liquid (potion, scroll ink, etc.).
- *14th Level:* The caster can learn the formula for creating any type of magical object, excluding unique items and objects of extreme power (artifacts and relics).

In all cases, simply knowing the proper formula does not mean the wizard can successfully create the item or material. The construction of alchemical mixtures and magical items is a time-consuming and expensive undertaking.

This spell has detrimental effects on the magical item analyzed. Single-use items (potions, oils, etc.) are automatically destroyed; the spell consumes the item in the process of analyzing it. Reusable magical items must make a saving throw vs. disintegration. If the saving throw is failed, *Alamir's fundamental breakdown* releases the magic of the item in an explosive blast, rendering it permanently nonmagical. The caster suffers 4d8 points of damage from the explosion.

The material component is a wand cut from a 100-year-old oak tree. The wand is used to touch

the item in question, and vanishes in a puff of smoke when the spell is complete.

Notes: Uncommon or rare spell (*ToM*).

Alarm

(Abjuration, Evocation)

(Geometry)

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 4 hrs. + $\frac{1}{2}$ hr./level

Area of Effect: Up to 20-ft. cube

Saving Throw: None

When an *alarm* spell is cast, the wizard causes a selected area to react to the presence of any creature larger than a normal rat—anything larger than about $\frac{1}{2}$ cubic foot in volume or more than about 3 pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the *alarm* spell lets out a loud ringing that can be heard clearly within a 60-foot radius. (Reduce the radius by 10 feet for each interposing door and by 20 feet for each substantial interposing wall.) The sound lasts for one round and then ceases. Ethereal or astrally projected creatures do not trigger an alarm, but flying or levitating creatures, invisible creatures, or noncorporeal or gaseous creatures do. The caster can dismiss the alarm with a single word.

The material components of this spell are a tiny bell and a piece of very fine silver wire.

Notes: Common spell (*PHB*).

Alcimer's Flying Fist

See flying fist.

Algarth's Embattlement

(Alteration)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 1 day/level

Area of Effect: The caster

Saving Throw: None

This infamous spell is sometimes called the *box of spells*. It is one of very few known magics that allow a caster to unleash more than one spell in a round. After the spell is cast, the wizard can cast

up to six additional spells (each one in the usual fashion, requiring normal material components and the like) and store them, unreleased, as part of *Algarth's embattlement*. Stored spells are still memorized and prevent the caster from memorizing other spells in their place. For each spell stored, the caster loses 1d4 hit points that cannot be regained until the stored spell is cast. (At that time, the damage can be restored by healing or rest; the hit points do not return automatically.)

Spells of any level that the wizard can cast can be stored. They can be unleashed by silent act of will at any time, at a maximum speed of two spells per round. No other being can provide spells for the *embattlement* to store. Note that the caster must be conscious, and for certain spells must be able to see a target, but need not speak, move, or employ material components to enact stored spells.

The spells stored in an *embattlement* cannot be released or ruined by any magic short of *Mordenkainen's disjunction*. They persist even beyond the death of the caster, who may later rise as an undead able to unleash them! If the caster outlives the spell duration without casting all of the spells, however, unused ones are lost.

The material components of *Algarth's embattlement* are four drops of water and a gem of not less than 4,000 gp value.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Allisandro's Binding Curse (Alteration, Necromancy)



Level: 9

Range: Same plane

Components: V, S, M

Casting Time: 3 hrs.

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: None

In many ways, this spell is an improved version of the *permanency* spell, adapted for the laying of curses. It permits the caster to weave a normally temporary spell upon an individual and make it permanent. Casting the spell, or even desiring to learn it, is an evil act.

There is no linear limit to the range of this curse, but the victim must be on the same plane. Sufficient magical warding may block the spell. On the Demiplane of Dread, the spell cannot affect someone outside the domain in which it was cast. Casting such a vengeful spell is cause for a RAVENLOFT powers check.

The spells that can be used in conjunction with

this are *antimagic shell*, *babble*, *bestow curse*, *claws of the umber hulk*, *confuse languages*, *contagion*, *emotion*, *enervation*, *enlarge*, *feign death*, *feign undead*, *fist of stone*, *insatiable thirst*, *irritation*, *levitate*, *lower resistance*, *Malec-Keth's flame fist*, *neverending nightmare*, *Otto's irresistible dance*, *reduce*, *suggestion*, *Tasha's uncontrollable hideous laughter*, and *unlock*.

The wizard must cast the associated spell during the casting of *Allisandro's binding curse*. None of these spells actually harm the victim because they are bound to him. For example, *Otto's irresistible dance* does not produce fatigue, nor does it prevent the individual from sleeping (although he will present an odd sight dancing in his sleep). *Malec-Keth's flame fist* will not burn the character's fist, but could harm him if he tries to scratch an itch.

Removing this spell is most difficult. A *limited wish* spell will dispel the effects for one day per level of the caster. Only a full *wish* can eliminate *Allisandro's binding curse*.

The material component is an item from the victim's body (see *The Casting*).

This loathsome spell was created by Allisandro Tselikov, a member of the proud Vistani, several hundred years ago. When the members of his tribe learned that he had been delving into the dark secrets of necromancy and attempting to harness dark powers, they cast him out. He wandered, alone and broken, eventually becoming the first of Ravenloft's darklings (a monstrous race). In his isolation, he returned to the research that he had been forced to abandon. Eventually he crafted this spell to exact revenge upon the Vistani for the wrong he felt they had done him.

The Casting: In order to cast this spell, the wizard must have some portion of the subject's body. This can range from a lock of hair or nail clippings to a severed finger or limb. The spell is long and involved, requiring three hours to cast. It is highly symbolic and involves a great deal of ritual and ceremony. The wizard must have at least two assistants who aid him in the weaving of this dark magic. Neither of them can be under any form of compulsion (such as a threat or magical charm) and both must be fully aware of the act that they are involved in. The assistants need not be spellcasters themselves.

At the end of the casting period, the material component is thrown into a brazier of hot coals where it is utterly consumed in a flash of sickly light and a boiling cloud of vile-smelling vapor. At that instant, the caster devotes a portion of his own life force to the spell, being drained of 1 point of Constitution, permanently.

Notes: Uncommon in the RAVENLOFT® setting; very rare elsewhere. The spell can be researched only on the Demiplane of Dread.

Alter Beast

(Alteration)



Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

Allows the caster to modify a selected part of a living creature's physical form. This could be changing paws into hands, giving a quadruped an upright, bipedal stance, increasing brain capacity, and so on. The process requires a laboratory and at least a week's preparation time. The casting inflicts much pain, so the subject must be strongly willing, immobilized, or unconscious during the casting.

Each use of this spell requires the subject to make a system shock survival roll, (using a base 80% + 1%/HD if a Constitution score is not available).

Changes made by this spell will affect the creature's genetic makeup thereafter. The effects might be passed on to offspring if the creature mates with a similarly altered creature of its own original species. Only a *limited wish* or *full wish* will reverse the spell's effects. The material component is two strands of heavy gold wire twisted together in a double helix.

Notes: Rare spell.

Alter Dream

(Enchantment/Charm)

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 1 sleeping creature

Saving Throw: Special

This spell acts as an *enter dream* spell, but allows the caster to affect the course of the dream, much as a director affects the course of a play. The caster has the same control over

the events of the dream as an illusionist has over his phantasms; however, the caster must take care not to disrupt the natural flow of the dream, or else the dreamer may sense the presence of an intruder.

If the caster makes only "logical" changes in a dream, the dreamer gains no saving throw and must simply experience the dream to its conclusion or to the end of the spell's duration. For instance, if the image of the dreamer's mother turns from singing a lullaby to chiding the dreamer for cheating a business partner, the dreamer senses no intrusion. On the other hand, if the dreamer's mother suddenly transforms into a troll and attacks the dreamer, the sudden shock allows a saving throw vs. spell. Success indicates that the dreamer becomes aware of the spell-caster's intrusion and can attempt to eject the spellcaster from the dream. The spellcaster must roll a saving throw vs. spell every round. As long as he succeeds, he can remain in the dream; if he fails, he awakes and cannot return to the dream without casting another *alter dream* spell.



In addition to acting as an *enter dream* spell, *alter dream* allows the caster to implant a suggestion (as the 3rd-level wizard spell). *Alter dream* also permits the caster to warp the dream so that it attacks the dreamer, with the same effects as the 4th-level illusion spell *phantasmal killer*. However, any failed attempt to kill the dreamer automatically alerts the subject to the caster's presence and gives him a chance to turn the phantasmal killer back on the spellcaster. The spellcaster must immediately end the spell or else face the phantasmal killer.

The material components of this spell are a bit of melted glass and a one-ounce strip of dreamwillow bark, which the caster must steep in hot water and imbibe.

Notes: Common for Dream mages; otherwise uncommon. (Updated from *DRAGON Magazine*.)

Alter Instrument — Bard

(Alteration)

Level: 1

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 instrument

Saving Throw: None

By using this spell, a bard can transform one musical instrument into another of similar size and equal value. Any hand-held instrument can be altered into any other hand-held instrument. However, in order to obtain a large instrument, such as a base harp, organ, or any other instrument that is too large or heavy to be easily carried, the bard must start with an equally large instrument.

In any event, the value of the new instrument is identical to the original. A golden recorder will generate a silver plated lute, a child's drum will generate a nonfunctional lyre, etc.

Bards use this spell to save both money and equipment carried. It is a lot cheaper to buy a single instrument and alter it when another is needed than to buy every instrument that might be required. This also saves a lot of space in one's backpack.

If the instrument the bard wishes to alter is being carried or played by another character, a successful attack roll against the opponent's Armor Class must be made in order to touch the instrument.

Notes: Restricted to bards; uncommon.

Alter Normal Winds

(Alteration)

(Province: Wind)



Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 10-ft. diameter/level

Saving Throw: None

This spell enables the caster to harness a non-magical wind and change its force by one rank, as shown on Table 79, "Weather Conditions," in the *DMG*. For example, "becalmed" conditions (those found on a still day) can become a light breeze. A light breeze can be diminished to becalmed conditions or increased to a favorable wind.

The spell works equally well in an enclosed area, such as a dungeon, where "wind conditions" are considered becalmed. Wizards of the 9th level or less can modify only natural winds of storm force or less. They can increase a storm-force wind to gale-force, but cannot affect an existing gale-force wind. At 10th level, a wizard can alter gale-force winds, and at 15th level, he can reduce hurricane-force winds. The change caused by this spell is immediate, with the area of effect centered on the caster. He can alter the wind only once (which means by one level only). As long as a wind is shaped by this spell, subsequent *alter wind* spells cannot affect the same area. Other magics that change wind or weather can affect an altered wind, however. When the *alter wind* spell ends, the air returns to its original state.

Alter wind has no effect on creatures of elemental air. Nor does it affect creatures that use air in their attacks. The wind cannot deflect an enemy's breath weapon and send it back toward the attacker, for example. However, *alter wind* does enable the caster to move nonmagical fog, dust, or poisonous gas out of his way, negating its effects for 1d6 rounds.

The spell requires a small silver tube, through which the caster blows to attract the wind's attention.

Notes: Common in arabian settings; otherwise rare.

Alter Reality

(Illusion/Phantasm)

Level: 7

Range: Unlimited

Components: Special

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: Special

The *alter reality* spell is potent but difficult to use well. It will fulfill literally, but only partially or for a limited duration, a condition visualized by the spellcaster. To effect the magic, the caster must depict the alteration of reality to the desired state through the casting of a *phantasmal force* spell, as well as verbalizing the desired state, before the spell goes into action.

The actuality of the past, present, or future might be altered in some limited manner (but possibly only for the wizard unless the spell is most carefully constructed). The conjuration will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points lost by the wizard (or all hit points for a limited duration). It can reduce opponent hit probabilities or damage, increase duration of some magical effect, cause a creature to be favorably disposed to the spellcaster, mimic a spell of 7th level or less, and so on. Greedy desires usually end in disaster for the caster. The *alter reality* spell nearly always can be used in place of a *limited wish* spell, if the caster is able to structure it properly.

Casting time is based on the time spent preparing the wording for the spell and enacting the *phantasmal force*. Normally the casting time is one round (most of it being taken up by deciding what to show).

Casting this spell ages the caster one year per 100 years of regular life span.

Notes: Restricted to illusionists and conjurers; uncommon.

Alter Self

(Alteration)

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 3d4 rds. + 2 rds./level

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the wizard can alter his appearance and form—including clothing and equipment—to appear taller or shorter; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster's body can undergo a limited physical alteration and his size can be changed up to 50%. If the form selected has wings, the wizard can actually fly, but at only one-third the speed of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E). If the form has gills, the caster can breathe under water as long as the spell lasts. However, the caster does not gain any multiple attack routines or additional damage allowed to an assumed form.

The caster's attack rolls, Armor Class, and saving throws do not change. The spell does not confer special abilities, attack forms, or defenses. Once the new form is chosen, it remains for the duration of the spell. The caster can change back into his own form at will; this ends the spell immediately. A caster who is slain automatically returns to his normal form.

Notes: Common spell (PHB).

Alternate Reality*

(Alteration)

(Wild)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

With this spell, the caster creates a small variation in probabilities. This variation lasts only a moment, but creates alternate results for one recent event. When the spell is cast, any one event attempted by the recipient during the previous round is recalculated, essentially allowing (or forcing) the creature to make new die rolls.

Only events that begin and end in a single round can be affected. Only one die roll can be rerolled. If the creature touched is a willing recipient, the player can choose which roll (the original or the new roll) affects him, more than likely picking the most successful. If the creature is unwilling, he must redo the action. The second result, whatever its outcome, cannot be changed.

Typical uses of this spell include allowing a fighter to reroll an attack, forcing an opponent to reroll a saving throw, or allowing a wizard to reroll the damage caused by a *fireball*.

The material component is a small, unmarked die.

Notes: Restricted to wild images; uncommon (*ToM*).

Alustriel's Banner

(Illusion/Phantasm)

Level: 2

Range: 10 ft./level

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Creates 1 banner

Saving Throw: None

Alustriel's banner causes an impressive fanfare to sound as a banner appears in midair wherever the caster desires within spell range. The banner is usually placed high in the air, though it can be directed to appear right against a wall or door. The banner can be of any size and appearance desired, from rigid and shieldlike to a long pennant, and can look new or ancient. The caster can also decide whether or not it glows, and can make it vanish at will. If it glows, the light it sheds is equal in maximum effect to a *light* spell, and, within these parameters, of the hue and intensity desired by the caster. The fanfare lasts only one round or less and can even be absent if the caster desires.

The fanfare must be trumpet or horn music that the caster has actually heard at some past time. The banner's form and any device, coat-of-arms, or rune on it must be a decoration that the caster has actually seen.

Sometimes this spell is used to frighten folk into thinking they are encountering a watchful ghost or guardian magic. For example, if thieves or would-be slayers are suddenly confronted with a royal coat-of-arms on the door of the king's bed chamber that they are stealthily approaching, they may think it is guarded by some powerful magic. The spell is most popular, though, as a battlefield recognition symbol, rallying device, or directional marker. It is often cast high up in the air, by night, to illuminate a skirmish or embattled camp.

Another of Alustriel's early spells, this magic has gained favor among armies and mercenary bands all over Faerûn because of its battlefield usefulness.

The material component of an Alustriel's banner is either a real trumpet or horn or a tiny model of one made of bone, ivory, whittled wood, or metal.

Notes: Uncommon or rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.



Alustriel's Fang

(Alteration)

Level: 2

Range: 60 ft.

Components: V, S, M

Casting Time: 2

Duration: 2 rds.

Area of Effect: 1 weapon

Saving Throw: None

This spell allows the caster to fire a dagger, dart, or other piercing weapon shorter than the forearm, in a straight line from hand to target, at a foe within 60 feet. The caster must be proficient in the use of the weapon.

The weapon makes one attack each round, as if wielded by a wizard two levels higher than the caster, does +1 more than its normal damage per hit, and then returns to the caster's hand, unless prevented from doing so, flying at rate of 12 (MC: A).

The enchanted weapon is a +1 magical weapon for purposes of what it can hit, and it is not harmed by the spell in any way. To prevent the weapon's return, a target must have been struck by the weapon, must have made a successful Dexterity check to grasp the weapon, and must have made a successful Strength check to retain hold, breaking the spell. If either check fails, the weapon slips free and returns to the caster.

The weapon awaits the caster having a free hand on its return, hanging motionless in midair as near the caster as possible if the caster's hands are both busy. In other words, it does not interrupt climbing or spellcasting. If one of the caster's hands does not become free, the weapon simply falls to the ground when the spell expires.

The material components of this spell are the weapon and a pinch of iron filings.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon or rare.

Alustriel's Improved Mantle (Abjuration)

Level: 7
Range: 0
Components: V, S, M
Casting Time: 7
Duration: 1 turn
Area of Effect: 1 creature
Saving Throw: None

This spell protects the caster or a single willing recipient touched during the casting by enveloping the chosen being in a close-fitting magical defensive field. *Alustriel's improved mantle* is normally invisible, but can be made by the desire of the wearer to shimmer, glow faintly (in any hue and changing in response to the wearer's will), or shine brightly. When it shines brightly, it is never blinding, but it is bright enough to read by or to allow one to see 10 feet or so in all directions in nonmagical darkness.

The mantle wards off all physical weapons of +1 enchantment or less. It also prevents the functioning of all spells or equivalent magical item effects of 4th level or less within its confines. A caster protected by an *Alustriel's improved mantle* could stand in the heart of a *fireball* that burst and crisped beings standing all around her, and escape with herself and all she wore and carried completely unharmed. The wearer of such a mantle (which, despite its name, is a magical field, not a garment) also receives a +2 bonus on all saving throws.

If any *Alustriel's improved mantle* ever comes into direct contact with another improved mantle, or with an *Alustriel's mantle* (the lesser spell related to this one), the result is a brief writhing chaos of swirling magic that wracks any protected beings involved with horrible pain, rendering them helpless for 1d2 rounds, and deals them each 4d8 points of damage as the mantles collapse.

The material components of an *Alustriel's improved mantle* are a gem of any sort worth 50 gp or more and a tiny glass vial that the caster has breathed into and then stoppered at least a day (24 hours) before casting the spell.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare or very rare.

Alustriel's Mantle (Abjuration)

Level: 4
Range: 0
Components: V, S, M
Casting Time: 4
Duration: 6 rds.
Area of Effect: 1 creature
Saving Throw: None

This spell protects the caster, or a single spell recipient touched during the casting, by enveloping the chosen being in a close-fitting magical defensive field. An *Alustriel's mantle* is normally invisible, but can be made by the desire of the wearer to shimmer, glow faintly (in any hue and changing in response to the wearer's will), or shine brightly. When it shines brightly, it is never blinding, but it is bright enough to read by or to allow one to see 10 feet or so in all directions in dark subterranean surroundings.

The mantle wards off all physical weapons except for those that bear a magical dweomer of any sort. It prevents the functioning of all 1st- or 2nd-level spells or equivalent magical item effects within its confines. A caster protected by an *Alustriel's mantle* could stand in the path of a *flaming sphere* that rolled over her, and it would do her no damage while still having normal effects on other beings in its range. She could also walk through a hail of nonmagical arrows or ignore nonmagical dagger attacks.

If two *Alustriel's mantles* ever come into contact, the result is a brief writhing chaos of swirling magic that wracks any protected beings involved with horrible pain, rendering them helpless for 1d2 rounds, and deals them each 4d8 points of damage as the mantles collapse.

The material component of an *Alustriel's mantle* is a tiny glass vial that the caster has breathed into and then stoppered at least a day (24 hours) before spellcasting.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon or rare.

Alustriel's Sword of Stars (Evocation)

Level: 7
Range: 10 yds./level
Components: V, S, M
Casting Time: 7
Duration: 1 rd./level
Area of Effect: Creates 1 blade
Saving Throw: None

This spell creates a shimmering, translucent construct of force. This construct is a cluster of winking, pulsing lights that resemble stars in the night sky, grouped in the shape of a two-handed sword of the largest size. For purposes of determining what it can hit, this construct is considered a +2 magical weapon, though it does not gain this attack or damage bonus.

This *sword of stars* forms on the round following the spell's casting and silently attacks a chosen target creature. It pursues, attacking twice per round at a THAC0 of 9 (regardless of the caster's own THAC0), and dealing 4d4 points of damage at a successful strike, until the target being is slain, the *sword of stars* is destroyed, or the spell expires. The sword can follow a being anywhere on the same plane, though long distance teleports cause the magic to expire before the pursuing sword reaches its target.

A sword of stars flies at a movement rate of 21 (MC: A). It has an AC of -2 and has 22 hit points. It vanishes if destroyed by physical attacks. Magical attacks of any sort have no effect on it at all, save that *dispel magic* or a properly worded *limited wish* or *wish spell* can make it vanish. The magical blade fights by itself, not requiring the caster's attention once created.

The material component of this spell is any metal-bladed weapon. The weapon is consumed in the casting, so cheap daggers or tiny replicas are most often used.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare or very rare.

Alvira's Stasis Shell

(Alteration)
(Dimension)

Level: 6
Range: Touch
Components: V, S, M
Casting Time: 2
Duration: 1 day/level
Area of Effect: 1 object
Saving Throw: None

The largest object that can be affected by this spell is a large standard spellbook, and the smallest object is the size of a potion vial. An object protected by this spell cannot be affected by any force less powerful than a *disintegrate* spell, though the stasis shell itself can be *dispelled*. Water, fire, acid, lightning, and even dragon breath merely move along the outer shell of the stasis field.

The protected object is surrounded by a faint blue glow. The object has its normal weight and

can be moved normally, though it cannot be physically touched or accessed; for example, a protected book could not be opened. The spell cannot affect living tissue directly, though reports exist that living tissue in a container can be warded. For all intents, time has stopped for the object in the field.

Alvira of the Living City created this spell to use in conjunction with *permanency*. She then cast it upon a copy of her spellbook and hid it where it would remain for years, just in case something happened to her original spellbook.

Notes: Rare or very rare. (Updated from *DRAGON Magazine*.)

Alyssindra's Summons (Conjuration/Summoning)

Level: 9
Components: V, S, M
Range: 100 mi.
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: Neg.

Alyssindra's summons resembles the 9th-level wizard spell *succor* in that it can summon another being to the caster's presence. Unlike *succor*, however, this spell brings an unwilling creature from up to 100 miles away. The caster must have an item the summoned creature has touched within the last week. The caster also must know the creature's name and have a detailed idea of what that individual looks like.

A summoned creature failing a saving throw vs. spell finds itself and the equipment it is carrying transported into the caster's presence. The spell is not exact enough for casters to control precisely where the summoned creature appears. For example, a wizard standing near a fire pit cannot summon the being into the pit—unless the caster was in there too, and the pit was larger than 20 feet across. Likewise, casters can't call targets into shackles or restraints.

If the desired target of this spell does not appear (out of range, invalid material component, successful saving throw, etc.), the wizard has a 50% chance to accidentally summon a random creature from another plane instead. This creature is likely to be immediately hostile to the caster. If the summoned target has simply made a successful saving throw, this risk is only 1%.

Notes: Rare or very rare spell.

Amber Death

Lost spell. Warding spell like sepia snake sigil that entombs victim in a block of amber. Mentioned in The Mark of Amber.

Amberhelm, Zala's

See Zala's amberhelm.

Ambush — Hishna

(Alteration, Illusion/Phantasm)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 3 individuals/level

Saving Throw: Neg.



This spell allows the caster and other individuals (up to 30 at 10th level) to conceal themselves in any kind of outdoor terrain. The concealed characters must remain reasonably still and silent, or the spell will be broken, but as long as they do so they will blend in with the landscape—be it trees, short grass, even a flat expanse of sand.

If a party approaches the ambush, the leading character in that party is entitled to a saving throw vs. spell. If successful, this negates the magic and the leading character has the normal chance to discover the ambushing party. Failure means the ambushers will surprise the party unless other factors intervene.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting).

Ambush, Agra's

See Agra's ambush.

Amok Needles, Drenal's

See Drenal's amok needles.

Amorphous Blob

(Alteration, Necromancy)

(Alchemy)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 glass orb

Saving Throw: None

The caster uses this spell to activate a dangerous amoeboid lifeform inside a glass orb. The orb is

filled with a specially-prepared fluid. Casting the spell allows the fluid inside the sphere to congeal into the lifeform, which is released when the glass is shattered. The wizard can smash the ball by hurling it at an opponent (treat as a grenade-like missile), but great care must be taken since the caster has no control over his creation once it is released.

The Blob: AC 6; MV 6; HD 3; hp 24; #AT 1; Dmg 3d4; AL N. The blob resembles an ochre jelly.

The monster feeds in order to grow, and it grows extremely fast. The blob expands to a volume of four cubic feet upon its release, but on a killing attack, it engulfs its prey and gains 1 hit point for each Hit Die of the dead victim. Every 8 hit points gained by the blob endows it with an additional Hit Die (in terms of fighting ability) and results in not only an increase in volume of 4 cubic feet, but also a cumulative bonus of +1 on damage rolls. Modified damage rolls cannot exceed 12 hit points per round. For example: A blob kills 4 opponents with 2 hit points each. It grows 4 cubic feet larger and attacks as a 4 HD monster, doing 3d4+1 points of damage per round.

The blob needs only one round to grow. During this time the creature can perform no other action. Increases in Hit Dice, size, and damage are permanent and do not decrease with the loss of hit points. No known limit exists to the blob's total volume, and if not soon killed, the creature can become extremely powerful.

The blob can regenerate 1 hit point per round, but this ability cannot bring a dead blob back to life. The creature can flow through narrow openings and can ooze along walls and ceilings. The blob also secretes a digestive acid that dissolves wood (at a rate of 2 inches per round) and metal (at a rate of $\frac{1}{2}$ inch per round); stone and glass remain unaffected. Cold does no damage to the blob, but slows the monster (as the spell) for 2–8 rounds. Fire harms the creature normally, but lightning imbues the blob with an extra hit point for every Hit Die of damage; thus, a 6d6 lightning bolt causes no damage but endows the creature with 6 hit points, possibly increasing its size and attack potential. Mind-influencing spells, of course, have no effect upon this unintelligent creation, and all forms of magical control are useless against it.

Preparation: Preparing for the casting of this spell requires that the wizard first construct a crystal orb filled with a swirling, gelatinous fluid. The orb and its contents take 1 to 4 weeks to manufacture. In order for the orb to be made



properly, the wizard must enlist the aid of an experienced alchemist and must build a special laboratory equipped with its own strange, custom-made apparatus, the total cost of which is no less than 5,000 gp.

The wizard also needs to procure the following ingredients used to formulate the weird fluid: one pint of the spellcaster's blood, three pints of ochre jelly, and one dram of acid from a black pudding. With these ingredients, the wizard prepares a viscous solution and encapsulates it in a finely blown glass ball, 1 foot in diameter. The wizard then holds the sphere, casting *shocking grasp* to prime the liquid contents.

Once these procedures are completed, the wizard can use the orb at any time thereafter to cast an *amorphous blob* spell. Should the glass container break before the spell is actually employed, the fluid is lost and the wizard must start the process over again from scratch.

Notes: Very rare. Known to be in *The Cryptichronos*, aka *The Book of Horrors*. (Updated from *DRAGON Magazine*.)

Amplify (Alteration) (Song)

Level: 1
Range: Touch
Components: V, S, M

Casting Time: 1
Duration: 1 hr./level
Area of Effect: 1 source of sound
Saving Throw: None

This spell changes the volume of sounds created close to its center of effect. The caster moves his hand in a circular motion at the point he wants to center the spell. With the uttering of a command word, the area outlined begins to glow softly. The outlined area is disk-shaped and can be as small as 2 inches in diameter or as large as 1 foot in diameter.

The disk acts as a sound magnifier: Whatever sound enters the active (caster) side of the disk can exit the other side at a much different volume. The volume can be increased or decreased at the caster's mental command: up to five times louder, or softer, than normal. It has no effect on special sound-based attacks (in much the same way that an *enlarge* spell does not change the effect of a potion).

The material component is a small cone of paper.

Notes: Rare. Known to be in the *Darsson's Notes*.

Amplify Mystical Endeavors A *Mystara* setting spell, aka double dweomer.

Analyze Device

(Divination)
(Artifice)



Level: 3
Range: Touch
Components: V, S
Casting Time: 3
Duration: 1 rd./level
Area of Effect: 1 clockwork device
Saving Throw: None

This spell allows a mechanician to discern the workings of a clockwork device created by another such wizard. The spell is not exact, however, and reveals details about the mechanical construct randomly. This can make it difficult to determine the primary purpose of the construct.

For every round that the spell lasts, the mechanician will be able to determine one random function of the target mechanical. The spell doesn't reveal the strength of a particular function, just that it exists. As far as the spell is concerned, there is no difference between a construct that attacks with a dagger and one that uses a great scimitar. To the spell, these are both attack functions, and it doesn't distinguish between them. If there is an implanted spell in the construct, this spell will reveal it, but not which spell it is.



The *analyze device* spell doesn't reveal the number of functions that a mechanical construct has. Once it has revealed all the functions of a particular construct, the spell simply ceases to function, duration notwithstanding.

The spell can also be used to determine the basic hit points, Armor Class, and THAC0 of a given mechanical construct, though each of these is considered a separate function.

In order to use this spell, the mechanician must study the target device for a round or so, and the construct must be stationary. Thus, it is impossible to use this spell on a mechanical construct that is currently attempting hostile action.

If cast by a mechanician, this spell must be implanted into a mechanical device (the focus of this spell), usually a simple piece of headgear or a set of lenses. Wearing or touching the *analyze device mechanical* and concentrating on the object to be analyzed activates the spell.

Other wizards can learn this spell, in which case no device is needed. When cast by a member of a kit other than a clockwork mage, the spell is less efficient, revealing one function of the device every two rounds.

Notes: Common in arabian settings for clockwork mages; uncommon for diviners, artificers, and mechanicians; otherwise very rare.

Analyze Dweomer

(Divination)
(Artifice)

Level: 8
Range: 10 yds.
Components: V, S, M
Casting Time: 8 hrs.
Duration: 1 rd./2 levels
Area of Effect: 1 object or creature
Saving Throw: None

This spell reveals to the caster all spells, enchantments, dweomers, and magical properties present in one creature or object. One property, spell, or power is revealed each round in approximate order of when the spells were cast or the properties were acquired. (If the DM doesn't know which spells were placed on the subject first, a random roll for order of discovery is fine.) The caster has a base 50% chance to discern the existence and identity of a particular spell or property, +2% per level to a maximum of 99%. The only enchantments that remain inscrutable to *analyze dweomer* are those surrounding artifacts or relics.

Example: A 16th-level wizard finds an

unknown wand and decides to use *analyze dweomer* to study it. The DM knows that it's a *wand of fire*, and he decides that the spells *enchant an item*, *fireball*, *burning hands*, and *wall of fire* were used to create the wand, in that order. In the first round, the wizard has an 82% chance to identify *enchant an item*; in the following round, an 82% chance to discover *fireball*; in the next round, an 82% chance to perceive *burning hands*; and so on, for all remaining enchantments. Note that the DM could have decided that any rare or unusual materials or processes used to create the wand would also be revealed as if they were spells.

After the wizard analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; the wizard must pass a system shock check or be exhausted and unable to do anything but rest for the next 1d8 hours. While this spell is most frequently used in the comfort and safety of the wizard's laboratory, a wizard could also cast *analyze dweomer* to study the magical seals and barriers on a portal, to determine just how a companion has been cursed, or to examine a potential opponent for defensive spells.

The material component for this spell is a tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,000 gp.

Notes: Common for diviners and artificers; otherwise uncommon (*PO:SM*).

Andrui's Baneful Backfire

(Abjuration)

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: Until triggered

Area of Effect: 1 enchanted object

Saving Throw: None

This spell enables a wizard to protect his magical property and enchantments from tampering by other spellcasters. The backfire can be cast on any magical item or object even temporarily endowed with magical properties (such as a character who has been *slowed*).

The backfire remains dormant until such time as a character attempts to cast *dispel magic* on the object. The backfire not only causes the dispel to fail automatically, but the dispelling caster loses one memorized spell of a level equal to the spell or effect he was trying to dispel. If he has no such spell, the backfire causes him to lose a spell of

the next lower level, until the caster has lost one spell or has no spell to lose.

For example, suppose that a 7th-level wizard is attempting to cast *dispel magic* on a door that has been *wizard locked* and is protected by the *baneful backfire*. Upon casting the dispel, the wizard instantly loses one 2nd-level spell (equal to the level of the *wizard lock*) and the door is still magically sealed.

The *baneful backfire* is not effective against a spellcaster of a higher level than the wizard who cast it. In such a case, a successful *dispel magic* would dispel both the ward and the spell it was put in place to protect.

The physical component of the spell is a bit of cat fur and a piece of carpeting roughly three inches square.

Notes: Uncommon or rare spell.

Anesthesia

(Necromancy)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: Special

By means of this spell, the caster renders the subject unconscious and insensate for a period of time. Only living creatures are subject to the spell's effects—undead, golems, etc., are unaffected. While the *anesthesia* spell is in effect, the subject has a +10% bonus to system shock rolls, suffers only half damage from physical effects, and receives the benefits of a *slow poison* spell. The recipient is also completely helpless and can be slain easily by a well-directed blow.

The base duration of the spell is two rounds per level of the caster. The subject always rolls a saving throw vs. spell. If the subject was willing, success reduces the duration by half; if unwilling, the spell ends. When the spell ends, the recipient has a penalty of -2 to attacks, saving throws, and proficiency rolls: if willing, for 1 round per caster level; if unwilling, for 1d8 rounds.

The material component is a lotus flower.

Notes: Very rare spell. Known to be in the *Cyclopedia Phantastica*, Vol. III. (Updated from *DRAGON Magazine*.)

Animal Companion (Enchantment/Charm)



Level: 2

Range: 1 mi. radius

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is only effective outdoors. When cast by the wu jen, it summons one normal woodland creature that is within a mile of the caster. The creature is allowed a saving throw vs. spell. The DM determines the type of creature summoned, depending on terrain and level of the caster. The creature's Hit Dice must be equal to or less than half the level of the caster. This beast is friendly toward the wu jen. It remains with him so long as he travels through the wilderness, but will not go more than 20 miles from its home. Upon entering any large encampment, village, or other settlement, the beast parts company with the wu jen. In addition, mistreating the beast causes it to leave or even turn on the caster.

The spell does not provide telepathic or perfect communication with the beast, but the animal

does understand the general meaning of spoken commands and gestures. The animal is still a wild beast and can be dangerous, especially if it misinterprets common situations as threatening. If well treated, the animal defends and serves the wu jen to the best of its ability and nature. Thus, a monkey would prefer harassment and tricks to outright combat, while a tiger would fearlessly spring into the midst of the wu jen's enemies. Common animals summoned include monkeys, hawks, badgers, boars, bears, tigers, and serpents.

The spell requires a piece of candy, sugar, or other tasty morsel for the creature summoned.

Notes: Common in oriental settings; rare elsewhere.

Animal Growth

(Alteration)

Reversible

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Up to 8 animals in a 20-ft. cube

Saving Throw: None



When this spell is cast, the wizard causes all designated animals, up to a maximum of eight, within a 20-ft.-square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with improvement in attack rolls) and doubled damage in combat. The spell lasts for one round for each level of experience of the wizard casting the spell. Only natural animals, including giant forms, can be affected by this spell.

The reverse, *shrink animal*, reduces animal size by half and likewise reduces Hit Dice, attack damage, etc.

The component of both versions of the spell is a pinch of powdered bone.

Notes: Common spell (*PHB*).

Animal Magnetism (Enchantment/Charm)

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 2 hrs.
Duration: 1 breeding season
Area of Effect: 2 creatures
Saving Throw: Neg.

This spell is often used by wizards carrying out breeding projects. Success raises the chance of a successful mating by 5% per level of the wizard, to a maximum of 95%, assuming the subjects are not sterile. This spell does not guarantee a viable offspring, merely a successful mating. It can be cast once per pair per mating season. It fails if used on creatures that do not have a specific mating season.

The material component is a hair, scale, feather, or similar item from each creature.

Notes: Very rare spell. (Updated from *IMAGINE Magazine*.)

Animal Nonaggression — Bard (Enchantment/Charm)

Level: 1
Range: 30 yds.
Components: Special
Casting Time: 3
Duration: 5 rds. + 1 rd./level
Area of Effect: 30-ft. radius
Saving Throw: None

Upon hearing this song's soothing tones, any normal animals in its area of effect will cease to act aggressively toward the bard's party. The song is negated if the party molests the animals or their

lairs in any way. This song does not cause friendship on the animals' part, and it endows the bard with neither communicative nor controlling ability. It has no effect on magical animals or on normal animals under magical control.

The bard must both sing and play an instrument to achieve this effect.

Notes: Restricted to bards; uncommon.

Animal Sanctuary (Abjuration)

Level: 1
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 1 hr./level
Area of Effect: 1 animal
Saving Throw: None

Attack rolls and damage against an animal protected by this spell suffer a -4 penalty. This spell is frequently used on mounts, pets, and familiars. If the animal attacks, the protection is broken.

The material component is a feather, bit of fur, or a scale from the animal to be protected.

Notes: Very rare. (Updated from *POLYHEDRON Newszine*.)

Animate Blood (Necromancy)



Level: 6
Range: 30 yds. + 5 yds./level
Components: V, S, M
Casting Time: 3 rds.
Duration: 1 turn/level
Area of Effect: 1d6 drops of blood
Saving Throw: None

This necromantic spell is used to create small, animated beings from the blood of the caster. These creatures are linked to the caster such that he can utilize their senses as well as his own.

When the spell is cast, the wizard must cut himself, spilling a few drops of blood. These droplets take on the shape of small animals, which move about at the bidding of the caster. Despite their small size, these creatures can move rapidly, covering 60 feet in a single round. They are small enough to move under all but the most secure doors, and they can ooze through any crack that is not watertight (though this reduces movement for that round by half).

The caster sees and hears as if he were where the drops of blood are located. He can shift his perception from one drop to the next at will. This connection is maintained throughout the range of the spell—if any of the blood drops pass beyond this area, they will become ordinary drops of blood and the spell ends.

This spell is often used to spy upon individuals or to see what is beyond a door. This works fine as long as the target is not a prepared wizard. If a *detect magic* spell is cast on an area containing any of the animated blood, the drops will flare brightly and become instantly noticeable to anyone nearby. If a spell is cast upon the drop of blood, it will also affect the caster.

Evil wizards can also use these drops of blood as an attack form. The blood can be commanded to leap at a target up to 20 feet distant, striking as a 5th-level fighter. If the attack roll succeeds by four, the drop of blood has landed in the target's eye, ear, or mouth. Otherwise the drop has harmlessly struck armor, or missed entirely, and becomes inert.

If the drop strikes and manages to hit an eye or ear of the target, it does devastating damage. Every round for four rounds, the drop of blood burns like acid, causing 1d6 points of damage to the target. Quenching the burning area with holy water halts any further damage. This also affects the wizard, whose own blood sizzles with sympathetic magic, causing one point of damage each round. It should be noted that using one's own blood in this manner is an evil act, and DMs should consider the alignment implications carefully.

Notes: Uncommon in arabian settings; otherwise very rare.

Animate Dead (Necromancy)

Level: 5
Range: 10 yds.
Components: V, S, M
Casting Time: 5 rds.
Duration: Instantaneous
Area of Effect: Special
Saving Throw: None

This spell creates the lowest of the undead monsters—skeletons or zombies—usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes existing remains to become animated and obey the simple verbal commands of the caster. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The following types of dead creatures can be animated:

A) Humans, demihumans, and humanoids with 1 Hit Die. The wizard can animate one skeleton for each experience level he has attained, or one zombie for every two levels. The experience levels, if any, of the slain are ignored; the body of a newly dead 9th-level fighter is animated as a zombie with 2 Hit Dice, without special class or racial abilities.

B) Creatures with more than 1 Hit Die. The number of undead animated is determined by the monster Hit Dice (the total Hit Dice cannot exceed the wizard's level). Skeletal forms have the Hit Dice of the original creature, while zombie forms have one more Hit Die. Thus, a 12th-level wizard could animate four zombie gnolls ($4 \times [2+1 \text{ Hit Dice}] = 12$), or a single fire giant skeleton. Such undead have none of the special abilities they had in life.

C) Creatures with less than 1 Hit Die. The caster can animate two skeletons per level or one zombie per level. The creatures have their normal Hit Dice as skeletons and an additional Hit Die as zombies. Clerics receive a +1 bonus when trying to turn these.

This spell assumes that the bodies or bones are available and are reasonably intact (those of skeletons or zombies destroyed in combat won't be!).

It requires a drop of blood and a pinch of bone powder or a bone shard to complete the spell. The casting of this spell is not a good act, and only evil wizards use it frequently.

Notes: Common spell (PHB).

Animate Dead Animals (Necromancy)

Level: 1
Range: 10 ft.
Components: V, S, M
Casting Time: 2 rds.
Duration: Instantaneous
Area of Effect: Special
Saving Throw: None

This spell creates undead skeletons and zombies from the bones and bodies of dead animals, specifically vertebrates (fish, amphibians, reptiles, birds, and mammals). The animated remains obey simple verbal commands given by the caster, regardless of the language employed. Only naturally occurring animals of no higher than semi-intelligence can be animated with this particular spell (lizards, cats, frogs, weasels, tigers, and so on), including minnows and nonmagical, giant-sized animals. These undead animals remain animated until they are destroyed in combat or turned; the animating magic cannot be dispelled. The number of undead that a wizard can animate depends on the animal's original Hit Dice, the caster's level, and the type of undead being created. The caster can create the number of animal skeletons or zombies shown on the table. The minimum caster level limits the Hit Dice of animals that can be animated. For example, a 1st-level necromancer cannot animate a dead war dog (2+2 Hit Dice).

Caster Level	Animal Hit Dice	No. of Skeletons
1	1/4 HD or less:	4/level
1	1/2 HD to 1 HD:	2/level
2	1+ to 3+3 HD:	1/level
2	3+3 to 6+3 HD:	1/2 levels
3	Over 6+3 HD:	1/4 levels

Caster Level	Animal Hit Dice	No. of Zombies
1	1/4 HD or less:	2/caster level
1	1/2 to 1-1 HD:	1/caster level
2	1 to 3+3 HD:	1/2 caster levels
3	3+3 to 6+3 HD:	1/4 caster levels
4	Over 6+3	1/4 caster levels

Animated skeletons of animals that had 1/2 to 1 HD conform to the statistics of animal skeletons (see "Skeleton" in the *MONSTROUS MANUAL* Tome). Skeletons of animals that had less than 1/2 HD when living conform to those same statistics, with the following changes: AC 9, HD 1/4, hp 1, #AT 1, Dmg 1.

Skeletons of animals of over 1 HD conform to the regular animal statistics, with the following changes: Armor Class is worsened by 2 (AC 10 maximum), damage per attack is reduced by 2 (each hit inflicts a minimum of 1 point of damage), and movement is reduced by half (skeletal bats and birds can fly).

Animal zombies conform to the statistics for the particular animal that has been animated, with the following changes: the animal's number of Hit Dice is increased by one, AC is worsened

by 3 (AC 8 maximum), and movement is reduced by half.

Skeletal and zombie animals gain the standard undead immunities (resistance to cold-based, *sleep*, *charm*, and *hold* spells), but lose any normal defenses that the living animal might have had. They also lose any special attacks (rear claw rake, swallowing whole, and so on) and cannot inject poison or emit fluids, such as musk or saliva. A swallowing special attack does no further damage to the creature swallowed, except to trap it within the undead animal's rib cage. Priests gain a +1 bonus when turning these undead.

This spell is often a necromancer's first experience animating corpses. For this to work, the animal bodies or skeletons must be intact. The material components are a blood drop and bone chip from the same species as the target remains (only animals belonging to the same species can be animated per spell).

Notes: Restricted to necromancers; uncommon.



Animate Dead Monster (Necromancy)

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 5 rds.

Duration: Instantaneous

Area of Effect: 1 creature/4 levels

Saving Throw: None

This spell enables the caster to animate one humanoid or semi-humanoid skeleton or corpse for every four experience levels of the caster. Such creatures are the the animated remains of bipedal monsters of more than 3 Hit Dice and with endoskeletons similar to those of humans except in size, which must be 7 feet or greater in height. Typical subjects are ettins, ogres, trolls,



giants, carnivorous apes, and the like.

The dweomer empowers the caster to give any number of direct commands or instructions that will be obeyed, up to 12 words long, much like the *animate dead* spell.

A skeletal form will have Hit Dice equal to the basic monster Hit Dice. A zombie form will have one additional Hit Die. Animated monsters receive their normal physical attacks, but have no special attributes other than those possessed by skeletons or zombies.

A monster zombie is turned as an undead with the base creature's Hit Dice, while a skeletal monster is turned as the next weaker type of undead. For example, a zombie ogre would be turned as a shadow, while a skeletal ogre would be turned as a ghoul.

The material component is a sliver of bone or a goblet of flesh from the body to be animated.

Notes: Common for necromancers; otherwise rare.

Animate Dread Warrior — Red Wizard (Necromancy)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell, also known as *animate dread warrior of Tam*, creates an undead creature known as a dread warrior. It requires the corpse of a fighter of at least 4th level who has been dead for less than one full day (any longer and loss of intelligence renders the warrior unusable). After the casting, the corpse rises as a dread warrior under the control of the spellcaster.

A *raise dead* spell destroys one utterly. A *resurrection* spell requires the warrior to save vs. spell. Failure destroys it outright; success restores the warrior to life. This spell was developed by Szass Tam of Thay for an invasion of Rashemen.

Notes: Common for Red Wizards of Thay; uncommon for necromancers; rare for others.

Dread Warrior: AC2 to AC4; MV 9; HD 4; THAC0 17; #AT 1; Dmg by weapon +2; SW turned as shadows, low Intelligence.

Animate Fire (Conjuration/Summoning) (Fire)



Level: 3

Range: 10 yds./level

Casting Time: 1 rd.

Components: V, S, M

Duration: 1 rd./level

Area of Effect: 1 cu. ft./level

Saving Throw: None

This spell allows the wu jen to control the movements of normal fire. He can cause flames to leap at an opponent, spread in a particular direction, flare up into the sky, or fall to a quiet smolder. The animated fire can be made to move in any direction the caster wishes (at the rate of 3), provided there is combustible material for the fire to feed upon. The wu jen can also cause the fire to burn with greater heat, causing twice the normal amount of damage. This consumes the fuel of the fire at twice the normal rate.

The amount of fire a wu jen can animate is determined by his level. This also determines the range he can cause flames to reach from the main fire source: a 9th-level wu jen can cause a flame to reach out 9 feet from the main body of the fire. Controlling the fire requires the wu jen to concentrate on the spell. If the concentration is broken before the end of the spell's duration, the spell disappears.

The material components for this spell are a handful of charcoal, sulphur, and soda ash.

Notes: Common in oriental settings; uncommon for Fire mages; rare for others.

Animate Skeletons (Necromancy)

Level: 2

Range: 30 ft. + 10 ft./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 skeleton/2 levels

Saving Throw: None

This specialized version of the *animate dead* spell produces one skeleton for each level of the caster. The animated skeletons obey the simple verbal commands of the caster, and remain animated until destroyed in combat or turned by a priest; the magic cannot be dispelled.

Only the skeletons of humans, demihumans, and bipedal humanoid monsters of 1 Hit Die or

less can be animated by means of this spell. The experience levels of the slain are ignored; the newly animated skeletons are treated as normal skeletons (see the MONSTROUS MANUAL Tome).

The material component for this spell is a drop of blood and a pinch of bone powder or a shard of bone, plus a special salve, which costs at least 10 gp per dose to produce. The wizard must rub the bones to be affected with the salve. One dose can animate a single skeleton, and requires one round to apply. The wizard can wait up to 24 hours before finishing the animating spell with a single word. The nearest treated skeletons within both the range and the caster's level limit will animate.

Notes: Restricted to necromancers; common. (Updated from *DRAGON Magazine*.)

Animate Water (Conjuration/Summoning) (Water)

Level: 2
Range: 20 yds./level
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 rd./level
Area of Effect: 5 ft. cube/level
Saving Throw: None

This spell allows the wu jen to animate any amount of water up to the area of effect. The wu jen cannot shape the water, but can bid it to flow in any direction he desires. So long as the wu jen continues to concentrate on the spell, he can cause the water to move about at the rate of 6. However, the water is still subject to the natural laws of evaporation, absorption, and gravity. Thus, fire and heat quickly do away with the water form, while earth turns to mud, drawing off most of the watery body.

The wu jen can cause the animated water to climb gentle grades, but walls, staircases, and other abrupt rises are impassable to it. If used for attack, the water does 1-2 points of damage per 5-foot cube of water animated, crashing in a wave against opponents. While concentrating on the spell, the wu jen can move at a rate of 3, but no other actions can be taken. If the wu jen's concentration is broken before the end of the spell duration, the spell is cancelled.

The material component for this spell is a small vial of pure spring water mixed with cinnabar.

Notes: Common in oriental settings; otherwise very rare.



Animate Wood

(Alteration)
(Wood)



Level: 1
Range: Touch
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 turn
Area of Effect: Special
Saving Throw: None

By means of this spell, the wu jen is able to cause wooden items to move and bend. It has its greatest effect when cast upon living plants, although it can be used on all types of wooden items. When cast, the spell gives the wood suppleness and motion, possibly allowing the item to move, grasp, entangle, etc. However, this movement is slow and somewhat stiff and thus animated objects always strike last in combat situations.

The spell does not change the form of the item. An arrow is still a single shaft, although it can wriggle and move like a snake. Likewise, the spell does not give fixed items the ability to move about. Thus, a tree cannot be animated to walk since it is rooted in one spot. However, animated items can be ordered to attack as a 0 level human and cause damage comparable to a weapon of the same size and type. An arrow could strike like a snake causing damage as an arrow, while a tree branch can club and thrash, causing damage as a club. The DM must determine the exact range of damage possible for the animated item.

The item has an Armor Class from 10 to 5, based on the size, solidity, and maneuverability of the object. An animated stand of bamboo would have an Armor Class of 10 because it does not move and is easily cut. A cypress tree could easily have an Armor Class of 5 because it is quite large and difficult to damage. Furthermore, the item possesses hit points (0 hit points indicates the item has been chopped into pieces). As a guideline, each object possesses 1d10 hit points for every 10 feet of height or square yard of area. A spear shaft has 1d10 points while an arrow has 1 or 2 at most. A tall tree has 100 to 200 hit points if it is quite massive.

The amount of material that can be animated depends on if it is living or not. A single plant of living wood (5 feet tall or less) can be animated for every level of the caster. For nonliving wood, a piece roughly the size of two arrows can be animated for every level of the caster. If the material is magical (an *arrow +1*), a saving throw vs. spell

as a 20th-level wizard is allowed (6 or better), further adjusted for any magical plus (the arrow would save on a 5 or better). If successful, the animation attempt has been resisted.

The material component for this spell is a mixture of powdered cinnabar and ground peach pit.

Notes: Common in oriental settings; otherwise very rare.

Animate Zombies

(Necromancy)

Level: 3

Range: 10 yds. + 5 yds./2 levels

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 zombie/2 levels, 10 ft./level

Saving Throw: None

This variation of the *animate dead* spell produces one properly prepared zombie for each experience level of the necromancer. Only the bodies of humans, demihumans, and humanoids of 1 Hit Die or less can be animated by this spell. The experience levels of the slain are ignored—the newly animated zombies are treated exactly as the zombies described in the MONSTROUS MANUAL Tome. They obey the verbal commands of the necromancer, and remain animated until destroyed in combat or turned by a priest. The magic cannot be dispelled.

Preparation: The necromancer must immerse the corpses in a bath of special salts for at least one full turn. The bath costs at least 200 gp to prepare, and can accommodate up to ten man-sized corpses, one at a time, before it is exhausted. The necromancer can create a bath large enough to soak two corpses at once for 400 gp, three for 600 gp, and so on. Once the corpses have been properly treated, the necromancer can animate them at any time within the next 24 hours.

The material component for this spell is a drop of blood and a pinch of bone powder or a shard of bone.

Notes: Restricted to necromancers; common. (Updated from DRAGON Magazine.)

Animerge, Dulkar's

See Dulkar's animerge.

Annoying Poke, Drenal's

See Drenal's annoying poke.

Answer, Isolde's

See Isolde's answer.

Anticipation

(Divination)

Level: 7

Range: 0

Components: S

Casting Time: 1

Duration: 1 rd.

Area of Effect: 60-ft. radius

Saving Throw: None

This powerful spell allows the caster to correctly know what attacks and other actions all beings within 60 feet at the time of casting will attempt on the following round, so the caster can act accordingly. For each weapon attack to occur, the information gained is the type of weapon to be used, whether the weapon is magical (but not what magical power will be used), and the attacker's intended target.

If the attack is to be a spell, the intended target or area of effect of the spell is revealed, but not the type of spell. For activities involving items, the precise item to be used is learned. Often this reveals the presence of hidden items to the caster.

Undead beings and creatures from other planes cannot be "read" by this spell. Note that the spell reveals the presence (but not location) of invisible or disguised beings by communicating their intended activities to the caster.

Notes: Restricted to the Seven Sisters, their apprentices, selected Harpers, and diviners; rare.

Antimagic Aura — Elf

(Abjuration)

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 1 individual

Saving Throw: Neg.

This spell acts in somewhat the same manner as the *antimagic shell*, but is intended for use against an enemy spellcaster or enchanted creature. When cast, the spell creates a glittering aura of light around the target, conforming exactly to the target's body.

The subject of this spell can cast no magic, nor can an affected enchanted creature attack or use spell-like abilities for the spell's duration. Enchanted weapons cannot use bonuses or special powers, functioning as ordinary weapons. As with the *antimagic shell*, this spell is ineffective

against extra-planar creatures on their home plane. Unlike *antimagic shell*, the aura can be eliminated by a successful *dispel magic* spell from an unaffected caster.

Notes: Common for elves of Evermeet; uncommon for other elves; very rare for others.

Antimagic Field, Thiondar's Permanent

See Thiondar's permanent antimagic field.

Antimagic Shell (Abjuration)

Level: 6

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 ft./level diameter

Saving Throw: None

By means of this spell, the wizard surrounds himself with an invisible barrier that moves with him. The space within this barrier is totally impervious to all magic and magical spell effects, thus preventing the passage of spells or their effects. Likewise, it prevents the functioning of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attack forms.

The antimagic shell also hedges out charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword.

Note that creatures on their home plane are normal creatures there. Thus, on the Elemental Plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this.

The spell does not destroy or dispel existing enchantments, nor will it affect magical creatures, constructs, or undead beyond possibly suppressing some of their abilities. It will not prevent touch-delivered special attack forms such as a lich's paralyzing touch. Holy water is not magical and is fully effective within the shell.

Should the caster be larger than the area

enclosed by the barrier, parts of his person may be considered exposed, at the DM's option. A *dispel magic* spell does not remove the spell; the caster can end it upon command.

Notes: Common spell (PHB).

Antipathy-Sympathy (Enchantment/Charm)

Level: 8

Range: 30 yds.

Components: V, S, M

Casting Time: 1 hr.

Duration: 2 hrs./level

Area of Effect: 1 item only or 10-ft. cube/level

Saving Throw: Special

This spell allows the wizard to set certain vibrations to emanate from an object or location that tend to either repel or attract a specific type of intelligent creature or characters of a particular alignment. The wizard must decide which effect is desired with regard to what creature type or alignment before beginning the spellcasting, for the components of each application differ. The spell cannot be cast upon living creatures.

Antipathy: This spell causes the affected creature or alignment type to feel an overpowering urge to leave the area or to not touch the affected item. If a saving throw vs. spell is successful, the creature can stay in the area or touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of Dexterity per round (for the spell's duration), subject to a maximum loss of 4 points and a minimum Dexterity of 3. Failure to save vs. spell forces the being to abandon the area or item, shunning it utterly and never willingly returning to it until the spell is removed or expires.

The material component for this application of the spell is a lump of alum soaked in vinegar.

Sympathy: By casting the sympathy application of the spell, the wizard can cause a particular type of creature or alignment of character to feel elated and pleased to be in an area or touching or possessing an object or item. The desire to stay in the area or touch the object is overpowering. Unless a saving throw vs. spell is successfully rolled, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made 1d6 turns later. If this saving throw fails, the affected creature will return to the area or object.

The material components of this spell are 1,000 gp worth of crushed pearls and a drop of honey.

Note that the particular type of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasu, catoblepases, vampires, etc. Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, true neutral, etc.

If this spell is cast upon an area, a 10-foot cube can be enchanted for each experience level of the caster. If an object or item is enchanted, only that single thing can be enchanted; affected creatures or characters save vs. spell with a -2 penalty.

Notes: Common spell (*PHB*).

Apparition (Illusion/Phantasm)



Level: 2

Range: Touch

Components: V, S, M

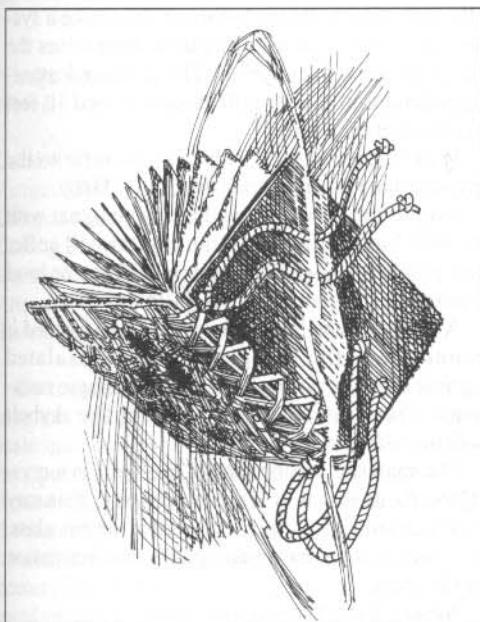
Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell transforms the recipient's face into a horrible and terrifying mask. The caster can create nearly any combination of hideous features—blue skin, parrot face, elephantine nose, or rotting tusks. The spell does not allow the caster to duplicate the appearance of any known creature,



although portions from differing creatures can be combined to create something new.

The effect of this apparition is startling to the unprepared and those of little experience. The apparition increases the surprise chance of opponents by +1 in situations where surprise is rolled. Creatures with 1 Hit Die or level and less must make a successful saving throw vs. spell or flee in fright for 1d3 rounds at the sight of the horrific apparition. However, the spell does not distinguish between friend and foe, affecting all (even the recipient) who look upon it. If the spell is cast upon an unwilling victim (to then be sent back to his comrades), the victim is allowed a saving throw vs. spell to avoid the effect.

The material component for this spell is a miniature palette dotted with paints of assorted colors.

Notes: Common in oriental settings; very rare elsewhere.

Aptitude Appropriater, Rhary's See Rhary's aptitude appropriater.

Aqueous Column, Laeral's See Laeral's aqueous column.

Arachnophobia — Neogi (Illusion/Phantasm)

Level: 3

Range: 5 yds./level

Components: V, S

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 creature/level in a 10-ft. sphere

Saving Throw: Neg.

Upon casting this spell, a neogi creates the illusion of thousands upon thousands of crawling spiders. Only a number of creatures equal to the level of the caster can be affected by this illusion, and all must be within a 10-foot diameter sphere. Any creature targeted by the spell must save vs. spell, success indicating that the spell has no effect. Any creature failing its initial save must save vs. spell again. Success indicates the creature flees from the area at its fastest possible movement rate for 2-5 rounds. Those who fail are so frightened that they are unable to do anything except try to remove the spiders they believe are crawling all over their bodies.

The illusion this spell creates is different for each individual. It might be argued that, for example, umber hulks have little to fear from spiders. But when those spiders are 1 foot in diameter,

ter with armor-piercing fangs, there is much to fear. The neogi tend to use this spell to disrupt and disorganize enemy forces when boarding actions are taking place.

Note: Regarding the initial saving throw, DMs must decide whether the target creature has reason to believe that what he is witnessing is an illusion. It is not unreasonable to assign a beneficial modifier to the initial save roll if the target has reason not to believe in the illusory spiders.

Notes: Common for neogi; rare for drow; very rare for others. (Updated from *DRAGON Magazine*.)

Arcane Contention, Mylsibis's

See Mylsibis's arcane contention.

Arcane Runes

(Alteration)
(Geometry)



Level: 4
Range: Touch
Components: V, S, M
Casting Time: Special
Duration: Special
Area of Effect: Parchment or book
Saving Throw: None

When this power is used, an Arcane—or a wizard trained in the use of their runes—can inscribe a message or longer text, hiding it invisibly within a scroll, book, or tome. The user might write a warning within a large normal or magical text, send a letter with secret information hidden between the lines, or even write an entire book within another volume.

The *Arcane runes* spell is similar to the 1st-level wizard spell, *wizard mark*, but the runes do not show up when a *detect magic* spell is used. They can be seen with *true seeing* or by anyone casting the *read Arcane runes* spell. The race of Arcane, spelljamming traders extraordinary, can read their runes on sight; they are the only ones who can do so without specific training or magical aid.

The material components of this spell are a pinch of dried and powdered lemon and a stylus. No pigment is necessary. The caster must mouth the words (not necessarily loudly) as the verbal component. In longer texts, a single *Arcane runes* spell can be used, the casting time ending when the caster closes the book or scroll he is working on. When an Arcane uses this spell, the material component is just a stylus—no verbal component is required.

Notes: Rare in spelljamming cultures; virtually unknown elsewhere. (Updated from *DUNGEON Magazine*.)

Archveult's Skybolt

(Alteration)

Level: 4

Range: 10 ft./level

Components: V, S, M

Casting Time: 4

Duration: 2 rds.

Area of Effect: 4-ft. diam. bolt, 10 ft. long/level

Saving Throw: $\frac{1}{2}$

The spellcaster creates a luminescent bolt of energy by hurling a crystalline focus at a target creature or location up to 10 feet away per caster level. Beginning 10 feet from the caster, a skybolt 4 feet in diameter bursts into existence, flashing outward along the crystal's path.

The bolt ends where the crystal stops. A bolt will not form in water and, if the crystal has struck a barrier, the bolt will stop at the point of impact. If the crystal enters an area of magical protection that would not allow formation of the bolt, the bolt will form instantaneously to that point and dissipate immediately. Otherwise, the bolt remains in existence and dangerous through a second round and then fades away.

Any creature struck directly by the crystal (this requires the caster to make an attack roll as if hurling a missile), suffers 1d6 points of damage for each level or Hit Die it possesses, to a maximum of 10d6. A saving throw vs. spell is allowed for half damage.

Such a creature might try to catch and return the crystal (at success chances determined by the DM). The creature still takes damage and is allowed a saving throw, but must also make a system shock survival roll. Its throw determines the future path of the skybolt. The potential maximum length of the skybolt cannot exceed 10 feet per level of the caster.

If the caster misses with a throw, refer to the grenadelike missile scatter diagram (*DMG*).

Any living creature coming into contact with the bolt but not struck by the crystal will suffer 1d4 points of shock damage per Hit Dice or level it possesses, to a maximum of 10d4.

A skybolt lasts for two rounds. Once formed it cannot be deflected, grounded, or insulated against, save by antimagic effects or magic resistance. Creatures and objects entering the skybolt will not affect it.

The material component of the spell is a crystalline focus that is at least 1 inch long. This may be a faceted gem, a piece of quartz, or cut glass. It is hurled as the caster completes the incantation of the spell.

Notes: Uncommon or rare spell.

Argaster's Cloak of Shadows

(Illusion/Phantasm)

(Shadow)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1d4+2 rds.

Area of Effect: Creature touched

Saving Throw: None

This spell obscures the recipient with an ever-shifting, roiling webwork of intangible, dark shadows. *Argaster's cloak of shadows* veils the creature's face, overall appearance, and precise location (although a caster using the cloak can reveal his face or hide it, whenever desired).

The affected creature gains a 2-point bonus to his Armor Class (for example, AC 6 becomes AC 4) and missile weapons aimed at the creature suffer a -1 penalty to attack rolls. *Evard's black tentacles and web* spells immediately negate and are destroyed by *Argaster's cloak of shadows* on contact. Thieves and like individuals cloaked by the spell gain a +5% bonus to their hide in shadows ability.

The material components of this spell are a bit of cobweb and a pinch of dust.

Notes: Rare or very rare spell. (Updated from *DRAGON Magazine*.)

Arise*Reversed form, see lullaby.***Armor**

(Conjuration)

(Force)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Until destroyed by damage

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). The spell has no effect on a person already armored or a creature with Armor Class 6 or better. It is not cumulative with the *shield* spell, but it is cumulative with Dexterity and, in case of fighter/mages, with the shield bonus. The *armor* spell does not hinder movement or prevent spellcasting, and adds no weight

or encumbrance. It lasts until successfully dispelled or until the wearer sustains cumulative damage totaling greater than 8 points +1 per level of the caster. (It is important to note that the armor does *not* absorb this damage. The armor merely grants an AC of 6; the wearer still suffers full damage from any successful attacks.) Thus, the wearer might suffer 8 points from an attack, then several minutes later sustain an additional 1 point of damage. Unless the spell was cast by a wizard of 2nd level or higher, it would be dispelled at this time. Until it is dispelled, the *armor* spell grants the wearer full benefits of the Armor Class gained.

The material component is a piece of finely cured leather that has been blessed by a priest.

Notes: Common spell (*PHB*).

Army — Old Empire

(Conjuration/Summoning)

(Earth)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 2 turns/level

Area of Effect: 250-ft. radius, raises
10 soldiers/4 levels

Saving Throw: None

By means of this spell, the caster is able to create an instant army, which rises from the ground in the form of earth, stone, or sand soldiers.

The caster can summon one unit of 10 soldiers for every four levels he possesses (round all fractions down). The units must appear within a 250-yard radius, placed as the caster sees fit. When the spell duration expires, the surviving units vanish. At the base caster level, this means 40 soldiers will be created for 6 hours.

The material component of this spell is a diamond of at least 5,000 gp value, which must be crushed in the casting.

Notes: Uncommon for conjurers; rare for others. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Soldiers: AC 4; MV 3; HD 2; THAC0 19; #AT 1; Dmg 1d6+2; SD +1 or better weapon to hit; MR 20%. They are immune to all enchantment/charm spells; they serve only the summoner.



Arnvid's Unseen Limb (Conjuration/Summoning)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level.

Area of Effect: Creature touched

Saving Throw: None

When *Arnvid's unseen limb* is cast, the wizard causes an invisible limb (arm, hand, leg, or foot) to come into being. This limb can replace a missing limb or it can be used to create an extra one. The invisible limb functions exactly as a normal limb, except that at the option of the recipient of the spell, parts of it can become immaterial so as to pass through solid objects. For example, the limb could be used to uncork a potion inside a closed chest and dump the bottle out, but it could not remove the potion from the chest. It cannot pass magical force barriers such as a *wall of force*, and it is hedged out by *protection from evil*. The limb cannot be made material inside a solid object.

The limb has normal touch sensations. It can be used to wield a weapon only if the limb is replacing a missing arm or hand. The limb bestows no extra senses other than touch, so it cannot be used,

for example, to add a second shield arm in the middle of the recipient's back. The invisible limb has no hit points or Armor Class as such, and it cannot be harmed unless it is dispelled.

The material component of the spell is the tail of a lizard (any type that regenerates lost body parts). This is touched to the place on the body where the limb is to be restored.

Notes: Very rare. (Updated from *DRAGON Magazine*.)

Arrow of Bone

(Necromancy)

(Artifice)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 1 missile

Saving Throw: Special



By drawing runes of dire power upon a simple arrow, bolt, dart, or javelin, the caster changes the weapon into a sinister missile of cold, enchanted bone. The wizard may then throw or fire the weapon in the normal fashion, or he can choose to give it to a companion to use. If the wizard employs the *arrow of bone* himself, he strikes

with the THAC0 of a warrior of half his own level and a +3 bonus to his attack roll; if he gives it to someone else, the *bone arrow* merely confers a +1 bonus to hit. A creature struck by the weapon must make a saving throw vs. death magic or die; even if successful, the victim sustains normal damage for the missile, plus an additional number of points equal to the weapon's maximum damage (for example, 1d6+6 for an arrow or javelin, or 1d3+3 for a dart). Unlike the *death spell* or *finger of death*, the victim can be raised or resurrected in any expedient manner.

The *arrow of bone* does not destroy undead or nonliving creatures outright. Instead, the arrow inflicts normal damage plus four times the missile's normal maximum (1d6+24 for an arrow, 1d3+12 for a dart, and so on), or half that if the subject creature succeeds in its saving throw.

The material component is a powdered sliver of bone mixed with black dragon blood. The resulting mixture is used to paint runes on the weapon. If the splinter of bone can be taken from the remains of a close blood relative of the subject (a sibling, parent, or grandparent), the victim receives a -4 penalty on his or her saving throw if struck by the *arrow of bone*.

Notes: Common for necromancers, artificers, and some Savage mages; otherwise rare (PO:SM).

Arrowflight — Pluma

(Alteration)



Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 1-6 rd.

Duration: 3 turns/level

Area of Effect: 3 archers/level

Saving Throw: None

This enchantment can be cast onto one or more archers, to a maximum of 30 archers at 10th level. For the duration of the spell, the range of the archers is doubled for short, medium, and long ranges. In addition, the arrows inflict +1 point of damage for each successful hit. It cannot be used to augment any other type of missile weapon, including spears, slings, or crossbows. It does not add to other magical bonuses for range or damage, nor is the damage bonus itself magical.

The material component for the spell is a bit of downfeather, trimmed into the shape of an arrow's fletching.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Articus's Devolutionary Warrior (Chronomancy)

Level: 5

Range: 20 yds.

Components: V, S, M

Casting Time: 5

Duration: 5 rds. + 1 rd./level

Area of Effect: 1 human, demihuman, or humanoid

Saving Throw: Neg.

When this spell is cast, the evolutionary clock of the affected being is reversed—its fighting ability increases at the cost of its mind. The recipient gains 1d6 in Strength, Dexterity, and Constitution (maximums of 19), while losing 3d6 in Intelligence, Wisdom, and Charisma (minimums of 1). Nails and teeth become sharper and usable as weapons. There is a marked increase in body hair, and body changes might be noticed (longer arms, hunched posture). At any Intelligence below 5, the creature shuns weapons for a claw/claw/bite attack (1d2/1d2/1d4; if a creature already has these attacks, add +1/+1/+2 damage). A saving throw vs. spell is granted if the subject is unwilling. When the spell ends, the subject must make a system shock check or remain in the devolved state (this condition is reversible with a *limited wish* or equivalent).

For an unknown reason, *Articus's devolutionary warrior* does not work on elves. Most chronomancers believe elves were created whole without evolution, rather than with an innate resistance. Half-elves gain 1d3 in Strength, Dexterity, and Constitution and lose only 2d6 in Wisdom, Intelligence, and Charisma.

The material component for this spell is the tooth of a gorilla or carnivorous ape.

Notes: Restricted to chronomancers; common.

Articus's Melee Manager (Chronomancy)

Level: 3

Range: 60 ft.

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 1 creature

Saving Throw: None

By use of this spell, the chronomancer manipulates time so that the recipient gains more use out of a single combat round. The creature does not move faster, but this extra time grants several bonuses. The creature gains one extra melee

attack for every five levels of the chronomancer (up to four total attacks). Also, a -1 adjustment is applied to the creature's initiative roll, surprise roll, and Armor Class due to the extra attention that can be paid to these details.

The material component required is a drop of mercury. This spell is not cumulative with itself or any other spell granting extra attacks. Also, it does not allow for casting of more than one spell per round or the use of more than one magical item.

Notes: Restricted to chronomancers; common.

Aryeric's Cloak of Protection (Abjuration)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 15-ft. radius

Saving Throw: None

When this spell is used, a translucent image of the caster appears and swells to cover the area of effect. A number of creatures equal to the caster's level plus one within the area of effect can be protected. Those under the cloak save vs. spell as the caster, up to the saving throw of a 12th-level wizard (an 8).

In addition, the caster can transfer damage incurred by spells from one creature or individual to another protected by the cloak. (For example, if a priest under the cloak is struck by a *magic missile*, the wizard who cast *Aryeric's cloak of protection* can instead direct that damage against a fighter who is also protected by the cloak.) This can be done once per round, and damage cannot be split among the protected creatures. If the creature receiving the damage dies, the spell is instantly broken.

The cloak moves with the caster, and anyone moving outside the spell's radius is no longer protected, even if he re-enters later.

The material component is a strip of cloth soaked in ink.

Notes: Rare or very rare spell. (Updated from *POLYHEDRON* Newszine.)

Assist — Red Wizards (Conjuration, Necromancy)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 rd. + 1 rd./level

Area of Effect: 1 person

Saving Throw: None

The recipient of this spell gains 1d8 temporary hit points. These additional hit points can exceed the character's normal total and are the first lost in combat. These extra hit points cannot be regained by curative magic. This spell also is used in creation of a *potion of heroism*.

The material component is a small vial of pungent herbs, the scent of which the recipient must inhale.

Notes: Common for necromancers and Red Wizards of Thay; otherwise rare.

Astral Spell

(Evocation)

(Universal)

Level: 9

Range: Touch

Components: V, S

Casting Time: 9

Duration: Special

Area of Effect: Special

Saving Throw: None

By means of the *astral spell*, a wizard can project his astral body into the Astral Plane, leaving his physical body and material possessions behind in the Prime Material Plane. Only magical items can be brought into the Astral Plane (although nonmagical items could be rendered temporarily magical through the use of spells such as *Nystul's magic aura* if the DM allows). As the Astral Plane touches upon the first levels of all of the Outer Planes, the wizard can travel astrally to any of the Outer Planes at will. The caster then leaves the Astral Plane, forming a body in the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the *astral spell*, but a second body cannot be formed in the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures in the Astral Plane.

At all times, the astral body is connected to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially; however, normally only a psychic wind can cause the cord to break. When a second body is formed in a different plane, the silvery cord remains invisibly attached to the new body. If the astral form is slain, the cord simply returns to the original body where it rests in the Prime Material Plane, reviving it from its state of suspended animation.

Although astrally projected persons are able to function in the Astral Plane, their actions do

not affect creatures not existing in the Astral Plane. The spell lasts until the wizard desires to end it, or until it is terminated by some outside means (such as a *dispel magic* spell or the destruction of the wizard's body in the Prime Material Plane).

The wizard can project the astral forms of up to seven other creatures with him by means of the *astral spell*, providing the creatures are linked in a circle with the wizard. These fellow travelers are dependent upon the wizard and can be stranded. Travel in the Astral Plane can be slow or fast, according to the wizard's desire. The ultimate destination arrived at is subject to the conceptualization of the wizard. (See the *PLANESCAPE Campaign Setting* boxed set for further information on the Astral Plane.)

Any magical items can go into the Astral Plane, but most become temporarily nonmagical therein, or in any planes removed from the Prime Material Plane. Armor and weapons of +3 or better might function in other planes, at the DM's option. Artifacts and relics function anywhere. Items drawing their power from a given plane are more powerful in that plane (for example, a *ring of fire resistance* in the Elemental Plane of Fire or a *sword of life stealing* in the Negative Energy plane).

Notes: Common spell (*PHB*).

At'ar's Fire

Aka sunfire.

Attract Evil Eye

Reversed form, see avert evil eye.

Attract Ghoul

(Necromancy)

Level: 2

Range: 1 mi./level

Components: V, S, M

Casting Time: 2d12 hrs.

Duration: Instantaneous

Area of Effect: 1 ghoul

Saving Throw: Special

This spell summons a ghoul to act as the necromancer's aide and familiar. The caster can converse easily with the ghoul and shares an empathic link with the monster. He can issue it mental commands at a range of up to 1 mile, receiving emotional responses—anger, fear, hunger—in return. The ghoul is willing to serve as a guard, scout, or spy, undertaking any task demanded, but in return the necromancer must keep the ghoul well-fed and provide it with a defensible lair of the appropriate kind. Should

the necromancer fail to meet these conditions, the ghoul wanders off and resumes its normal activities. There is a 5% chance to attract a ghast, which will attack unless the caster is 6th level or higher, but which will otherwise serve as a ghoul.

The summoned ghoul is an exceptionally intelligent and strong specimen, with at least 10 hit points and average Intelligence instead of low. A necromancer can have no more than one ghoul servant bound to him at any one time by this spell, and it will tend to not get along with any other familiar the necromancer might have. Any ghouls created by the necromancer's servant are not under the necromancer's control and might attack him unless he is with his servant ghoul.

If the ghoul remains more than 1 mile distant from the necromancer for a full week, the empathic link is broken and the ghoul is no longer bound to serve (although it may be favorably disposed towards its former master if treated well). If the ghoul is destroyed, the necromancer is immediately aware of the creature's demise and must make a system shock check; failure means incapacitation for 1d6 hours.

The spell requires a censer full of myrrh and bitter herbs worth at least 500 gp. It may or may not succeed in attracting a ghoul, depending on whether or not one is in range; the chance of success is 10%, plus 5% per level. The *attract ghoul* spell is an unusually taxing and powerful enchantment, and can be cast only once per year.

Notes: Restricted to necromancers; uncommon. (Updated from *DRAGON Magazine*.)

Attraction

Reversed form, see avoidance.

Audible Glamer

(Illusion/Phantasm)

(Song)

Level: 1

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 3 rds./level

Area of Effect: Hearing range

Saving Throw: Special

When the *audible glamer* spell is cast, the wizard causes a volume of sound to arise, at whatever distance he desires (within range), and seem to recede, approach, or remain at a fixed place as desired. The volume of sound created, however, is directly

related to the level of the spellcaster. The volume is based upon the lowest level at which the spell can be cast, 1st level. The noise of the *audible glamer* at this level is that of four men, maximum. Each additional experience level of the wizard adds a like volume, so that at 2nd level the wizard can have the spell cause sound equal to that of eight men. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The auditory illusion created by an *audible glamer* spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the wizard casting the spell. A horde of rats running and squeaking is about the same volume as eight men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men.

A character stating that he does not believe the sound receives a saving throw, and if it succeeds, the character then hears a faint and obviously false sound, emanating from the caster's direction. Note that this spell can enhance the effectiveness of the *phantasmal force* spell.

The material component of the spell is a bit of wool or a small lump of wax.

Notes: Common spell (PHB).

Augment Undead

(Necromancy)

Reversible



Level: 3

Range: 40 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 turn + 1 rd./level

Area of Effect: 1 undead creature

Saving Throw: None

This spell augments an undead creature's saving throws and ability to resist being turned. It can be cast only upon an undead creature with at least 3 Hit Dice fewer than the caster has levels. The undead is then treated as if 3 Hit Dice stronger for saving throws and for resisting turning attempts. Multiple castings of this spell are not cumulative. Casting this spell on the Demiplane of Dread requires a RAVENLOFT powers check.

The casting requires a piece of clothing from any undead creature, such as a zombie or wight. It can be reused indefinitely.

The reverse of this spell, *diminish undead*, requires the undead creature to roll a saving throw vs. spell. It can be cast upon any undead creature. If the saving throw fails, the undead creature saves and is turned as if it had 3 Hit Dice

less than its true value. Multiple castings of the spell are not cumulative.

Notes: Restricted to necromancers and undead spellcasters. Common in the RAVENLOFT setting; otherwise very rare.

Augmentation I (Evocation)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 spell

Saving Throw: None

This spell augments the damage inflicted by any spell of 1st to 3rd level. For each die of damage rolled, the caster adds one point to the damage total.

The *augmentation I* spell affects only one spell, cast on the round immediately following the augmentation. If an entire round or more elapses, the augmentation is wasted.

Only spells that cause direct physical damage are affected by augmentation; for example, monsters gained through *monster summoning I* gain no bonuses to their damage.

The material component is a pair of concentric circles of bronze or silver.

Notes: Uncommon spell (ToM).

Augmentation II (Evocation)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 3 turns

Area of Effect: Special

Saving Throw: None

This spell functions exactly like the 3rd-level *augmentation I* spell except that five spells of 1st to 3rd level can be affected. For each die of damage caused by augmented spells, one point is added to the damage total. The augmentation affects the first five spells that cause direct damage that are cast within the duration of the *augmentation II* spell. Only spells that cause direct physical damage are affected by this spell.

The material component is a pair of concentric circles of gold or platinum.

Notes: Uncommon spell (ToM).

Aunty's Bath**(Conjuration)**

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 hr.

Area of Effect: 100 gallons/level

Saving Throw: None

The spell causes a water source to instantly become soapy. Unseen hands scrub bubbles upon all living matter in the water. The hands and soap disappear when the spell duration runs out.

This spell was created by the old wizard Aunty Carly, who often found herself taking care of adventurers' children. The children were not fond of baths, and Aunty discovered that if she lured them into a small pond on the pretext of swimming, she could cast this spell and make them clean. Aunty's bath is a derivative of the *unseen servant* and *conjure elemental* spells. *Aunty's bath* is especially good for washing dogs, odorous friends, and pesky water-based monsters.

The material component is a bar of soap.

Notes: Rare spell. (Updated from *POLYHEDRON* Newszine.)

Aura**(Divination)**

Level: 6

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 mi. diam./level

Saving Throw: None



This spell allows a wu jen to read the aura of an area, determining the basic alignment and magical tendencies of most of the inhabitants and items in the area. When cast, an aura appears over every dwelling or structure within the area of effect, indicating whether most of the principal occupants are good, evil, lawful, neutral, or chaotic. In addition, areas with a high concentration of unwarded magic are also revealed.

For example, standing on a hill overlooking a village, the wu jen casts this spell. Each house in the village begins to glow, indicating the primary nature of its inhabitants. Thus, the wu jen is able to note the homes of good people, evildoers, and lawful types. Temples and shrines have a magical glow because they are more predisposed to magic

than other areas. Likewise, haunted and cursed areas have an appropriate aura. The aura even appears over dwellings the caster cannot directly see—a faint glow over the treetops might indicate a hut or cave deep in the woods.

The reverse of this spell, *mask*, hides the aura of any one dwelling from detection by the *aura* spell. The reverse lasts a full week.

Notes: Common in oriental settings; otherwise rare.

Aura Fire — Red Wizard**(Alteration)**

Level: 1

Range: 80 yds.

Components: V, S

Casting Time: 3

Duration: 4 rds./level

Area of Effect: 12 linear ft./level in a 40-ft. radius

Saving Throw: None

This spell is very similar to the 1st-level priest spell *faerie fire*. It enables the caster to outline one or more objects or creatures with a pale reddish light (a different color from the priest effect). The number of subjects outlined depends upon the number of feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined, but each must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark, 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike in poor lighting, thus opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better.

Note that outlining can render otherwise invisible creatures visible. However, this spell cannot outline noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight, and thus has no special effect on undead or dark-dwelling creatures. The *aura fire* does not cause any harm to the object or creature thus outlined.

The wizard must make motions in the air with both hands as if outlining the body to be outlined with light.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common.

Aura of Air**Aura of Earth****Aura of Fire****Aura of Water**

See elemental aura.



Aura of Terror — Dragon (Illusion/Phantasm)

Level: 2

Range: 0

Components: V

Casting Time: 2

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: Special

By using this spell, a dragon enhances its ability to strike terror in creatures subject to its fear aura. See the general "Dragon" entry of the MONSTROUS MANUAL Tome for an overview of the details of dragon fear.

When the spell is cast, the dragon weaves an illusion that enhances its image of rage and battle experience: multiple battle scars, altered or disfigured features, longer spine-spikes, fangs, and talons, and so on. All this makes the dragon seem even more menacing than usual. The illusion cannot change the dragon's size or species, but the spell does make the dragon seem older.

Once the spell is cast, the dragon gains two age categories for purposes of determining the range, saving throw, and effect of its fear aura. Young and juvenile dragons gain a fear aura that they would normally not be entitled to; older dragons gain a more powerful aura.

Because of the shift in effective age category, saving throws against the fear aura of dragons of "young adult" age and older suffer a -2 penalty. Thus, the usually unmodified saving throw for a dragon of old age becomes a saving throw with a -2 penalty, a great wyrm dragon's aura inflicts a -5 penalty, and so forth.

Furthermore, the enhanced power of the aura allows the dragon to strike *panic* into creatures of up to 2 Hit Dice and *fear* into creatures that normally would be unaffected (that is, those with up to two more levels or Hit Dice than the dragon).

The dragon need not concentrate to maintain an *aura of terror* and can engage in other actions as desired (for example, combat, using its breath weapon, or casting additional spells). The dragon can end the spell at will.

Creatures attempting to disbelieve the illusion gain a saving throw vs. spell to negate the aura. Even if this is successful, however, normal saving throws against the dragon's regular *fear aura* still apply. *Detect magic* can indicate the presence of an *aura of terror*, and a successful *dispel magic* can remove it.

This spell is popular among younger, weaker dragons, though dragons of all ages and types

have been known to use it. While nondragon versions of this spell have yet to surface, other spell-casting creatures who produce a fear aura (such as liches) have shown interest in the *aura of terror* spell.

Notes: Restricted to dragons; uncommon. (Updated from *DRAGON Magazine*.)

Avert Evil Eye (Alteration, Universal)

Reversible



Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 24 hrs./level

Area of Effect: 1 object and creature

Saving Throw: None

This is a common and popular spell in the Land of Fate. The danger of the evil eye is ever-present, and the wise and the cautious often seek protection from its glare.

Avert evil eye protects one creature against this danger. The wizard casts the spell upon a single blue bead made of glass, while voicing the recipient's common name (or identity). The caster must touch the bead, but he needn't touch the recipient. The bead is then sewn into the fabric of the recipient's outer clothing, or crushed and placed in the recipient's drink. Most rulers with a wizard handy prefer the latter method; the outward show of such a bead might be construed as fear, and a wise emir does not show fear to his people.

As long as the bead is in the recipient's possession or for the duration of the spell, if it's imbibed—any check against the evil eye is automatically effective. Further, *avert evil eye* provides a +1 bonus to all saving throws vs. enchantment/charm magic. It also provides a +2 saving throw bonus vs. the effects of the *curse* and *bestow curse* spells. It offers no protection against a curse wrought by other means (magical or otherwise).

The reverse of this spell, *attract evil eye*, requires a black bead instead of blue. The target is allowed a saving throw vs. spell; if it succeeds, he is immune and the bead is worthless. If the saving throw fails, the target attracts the evil eye automatically, regardless of his own modesty and humility, with all ill effects as noted for this foul curse (-2 penalty to saving throws, ability checks, and proficiency checks; new encounters are "indifferent" at best). In addition, the recipient of the reverse spell suffers a -1 penalty to all saving throws vs. enchantment/charm spells, as well as a

-2 penalty when saving vs. all curses (not just those created by the spell).

Avert evil eye negates the effects of *attract evil eye*, but only if it precedes the latter. Once the evil eye is upon the victim, only stronger magic such as *remove curse* or *quest* can remove it.

Notes: Common in arabian settings; otherwise very rare.

Avissar's Bane

(Evocation)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell infuses the creature touched with diabolic heat energy from the outer plane of Ba'ator. *Avissar's bane* can be cast but once per week due to the strain it places on the spellcaster. The spellcaster must touch his victim (a successful attack roll). The spell affects any single creature, except the following: A creature that can be hit only by magical weapons is immune; an undead, fire-based, or extra-planar creature cannot be affected; and the creature's whose Hit Dice or level exceeds the spellcaster's level will not be affected. There is no saving throw; however, magic resistance is effective.

The victim of *Avissar's bane* suffers the following effects:

- The creature's hit point total is reduced to 1; thus, any wound results in unconsciousness or death.
- The creature is in constant agony; the sensation is that of being burned alive, and the victim sweats continuously.
- The creature is exhausted, and has attack and damage roll penalties of -4.
- Each hour, creature has a 15% chance (noncumulative) to be overcome by pain and lose unconsciousness, only to awaken 1d4 hours later, in agony. If the creature engages in combat, spellcasting, or other strenuous activity for more than 15 rounds (minutes) in any single hour, this chance increases to 40%. Further, the victim has a 1% cumulative chance for death each round over the limit (1% the 16th round, 2% the 17th round, 3% the 18th, and so on).

These effects are continuous and end only with the death of the victim. The effects cannot be negated, save by an act of the gods, a *wish* spell, or by the will of the original caster. The learning and casting of this spell is an evil act. Use of this spell might entail severe alignment consequences.

The archmage Avissar is also said to have personally devised this deadly enchantment; further, it is said that the archmage met his death on the vengeful point of a sword wielded by the brother of the spell's first victim.

The material components are a drop of oil, a pinch of sulphur, a powdered ruby of at least 5,000 gp value, and the horn of a greater baatezu (cornugon, gelugon, or pit fiend).

Notes: Very rare. Known to be in the *Fire-Eye Scrolls*. (Updated from *DRAGON Magazine*.)

Avissar's Flaming Weapon (Alteration) (Artifice, Fire)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: 1 weapon

Saving Throw: None

The archmage Avissar himself created a spell that can cause any nonmagical, hand-held, bladed weapon to perform with the powers of a sword, +1 flame tongue (see the *DMG*, magical item descriptions). Thus, the weapon temporarily gains a +1 enchantment and has a +2 bonus vs. regenerating creatures, +3 vs. cold-using, flammable, or avian creatures, and +4 vs. undead. The weapon sheds light upon command, and its flame easily ignites oil, burns webs, and sets fire to parchment, paper, dry wood, etc. The wizard can cast this spell on another's weapon as easily as on his own. If cast upon weapons other than swords (cutlasses, daggers, knives, etc.), the base damage of the weapon is retained, and the magical bonuses are simply added to it.

The material component is a ruby of at least 1,000 gp value, which vanishes when the spell's duration expires.

Notes: Very rare spell. Known to be in the *Fire-Eye Scrolls*. (Updated from *DRAGON Magazine*.)

Avoidance (Abjuration, Alteration) Reversible

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: Up to 3-ft. cube

Saving Throw: Special

By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1 foot), or repulses the affected object, depending on the relative mass of the two (a halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back, while the chest will skitter away from a giant-sized creature as the creature approaches).

The material component for the spell is a magnetized needle. The spell cannot be cast upon living things; any attempt to cast an *avoidance* spell upon the apparel or items carried by a living creature entitles the subject creature to a saving throw vs. spell to avoid the effect.



The reverse of this spell, *attraction*, uses the same material components and sets up a natural attraction between the affected object and all living things. A creature is drawn to the object if the creature is smaller, or the object slides toward the creature if the creature is larger. It takes a successful bend bars/lift gates roll to remove the enchanted object once it has adhered to an object or creature.

Notes: Common spell (PHB).

Awaken Intelligence (Alteration)



Level: 4
Range: Touch
Components: V, S, M
Casting Time: 4 hrs.
Duration: Special
Area of Effect: Creature touched
Saving Throw: None

This potent one-time dweomer gives sapience to a creature of animal Intelligence or less. If the creature survives a system shock roll, roll 3d6 for its new Intelligence score. If the creature's Constitution is unknown, use $70\% + 1\%$ per Hit Die to see if it survives. Awakened intelligence may not be passed on to offspring unless "locked" into the creature's genetic makeup with the *alter beast* spell. The process is excruciatingly painful for the creature. It is also so taxing that the caster can cast no spell greater than 3rd level for 24 hours after this spell is used without also making a system shock survival check.

The process might work on creatures of semi-intelligence or better; that is, an Intelligence ability score of 2 or more. This spell allows one reroll for Intelligence with 3d6. If the Intelligence score does not improve, it decreases by 1. The subject also must pass a system shock roll for survival.

Regardless of the outcome, no creature can undergo this process more than once; the only result of repeating the process is additional system shock checks. Once completed, the effects cannot be changed by any magic short of a full *wish*.

Preparations: The spell is cast at the conclusion of preparations that take at least one full week. A laboratory is necessary, as well as some provision for immobilizing the subject or rendering it unconscious.

The material components are a dried fish and a piece of brain coral.

Notes: Very rare spell.

Awakening, Phezult's Reversed form, see Phezult's sleep of ages.

Azure Flame — Paramander (Alteration)

Level: 5
Range: 50 yds.
Components: V, S, M
Casting Time: 5
Duration: Permanent
Area of Effect: 20-ft. radius
Saving Throw: Neg.

The *azure flame* spell causes all creatures within the area of effect to burst into blue flame. A successful saving throw vs. spell negates the effect. The *azure flame* burns until extinguished by *dispel magic*—nothing else affects it—and spreads to any living thing touched. Lifeless items (including undead and constructs) do not burn. Burning creatures take 1d4 points of damage per round until the flame is dispelled; a successful *dispel magic* spell extinguishes the flame, as will *remove curse*. Also any priest spell above 3rd level that extinguishes magical fire will be effective. Creatures reduced to -10 hit points by the flame crumble into a pile of blue ash from which they cannot be resurrected.

This spell is cast by paramanders (a very rare type of paladin/mage) acting in direct service to their deity, and represents wielding raw energy from the deity itself. Casting this spell except under the most exacting conditions of directly furthering the deity's aims will afflict the casting paramander and none other with the effects. It is exceedingly dangerous to cast it more than once per month.

The material component of the spell is a small piece of azurite rubbed between the fingers of one hand while the other hand performs the complicated somatic gestures. The spell requires a Dexterity of 13 or higher.

Notes: Restricted to paramanders; uncommon. Known efforts by others to duplicate this spell have all ended badly. (Updated from *DRAGON* Magazine.)



Babble*Reversed form, see tongues.*

Duration: Permanent until triggered
 Area of Effect: 1 spellcaster
 Saving Throw: Neg.

Backblast — Phaerimm
(Abjuration)

Level: 3

Range: Touch

Components: V

Casting Time: 3

Duration: Permanent until triggered

Area of Effect: Creature touched

Saving Throw: None

This spell enables the caster to hurl back spells involving flames or fiery explosions (only; not heat alone, or lightning-like electrical energy discharges) at their source(s). Magical item effects and even the most powerful spells (such as *meteor swarm*) are affected. The spell protects a single creature, usually the caster, but it can be another touched during spellcasting; once casting is complete, the protection cannot be transferred.

Otherwise, it exists as an invisible aura around the protected creature, operating without any concentration and without disturbing subsequent spellcasting by the protected creature. When a fiery spell attack strikes, the *backblast* functions automatically; the recipient cannot choose to take the damage and keep the protection for later. However, the spell also prevents any disruption of casting or other activity by the protected creature and protects all flammable items on the creature from harm; they need not make saving throws against fire-based attacks.

Once activated, a *backblast* spell works for a single round and then ends. It reflects back all fiery attacks in that round: for example, several different *fireballs*. A *backblast* will send a spell back (a *delayed blast fireball*, for instance) over vast distances to a source who has left the scene—but can't follow a source onto another plane. In such cases, the attacking magic is negated.

Once cast, this spell continues until it is activated, *dispel magic* is cast on the protected creature, it expires after one turn plus 1 turn per level, or until the creature dies or moves from one plane of existence to another.

Notes: Restricted to Phaerimm; common.

Backlash — Drow
(Abjuration, Enchantment/Charm)

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

By means of this special curse, a wizard can make another spellcaster's magic backfire. The victim can avoid the *backlash* effect when it is initially cast by making a successful saving throw vs. spell. If the saving throw is failed, there is no immediate result, except that a faint magical trace of the casting can be detected.

The *backlash* spell is triggered by one of three events, regardless of the distance or time from the placement of the backlash spell:

- The subject employs an offensive spell that fails because the target creature made its saving throw;
- The subject casts an offensive spell that is somehow interrupted or ruined;
- The subject uses an offensive spell against a creature that is immune to it.

The *backlash* causes the offensive spell to work with full effect upon the caster, disregarding all saving throws or immunities the caster might have. The backlash effect works only once. If a caster is subject to more than one *backlash* spell, only one takes effect at a time.

The spell has no effect on nonspellcasters, on natural spell-like powers, or on magical devices. It can be removed only by a *remove curse* or stronger spell; the *dispel magic* spell or its equivalent is ineffective.

Notes: Common for drow; otherwise very rare. Known to be in *The Shadowtome*.

Bafflement — Pluma
(Enchantment/Charm)

Level: 2

Range: 5 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 being

Saving Throw: Neg.

By use of this spell, the caster can make someone he is speaking to become confused and disoriented. The baffled being is incapable of any rational action or conversation, and will sit quietly, mumbling to himself. If the being is attacked, the spell is broken as soon as the first damage is inflicted.

The caster and subject must be engaged in conversation for the spell to work. The caster must make eye contact with the subject to enact this spell.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Balance**(Enchantment)**

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 rds./level

Area of Effect: Person touched

Saving Throw: None

The *balance* spell enables a person (as defined in the *charm person* spell) to balance on one or both feet in a precarious position where a fall is otherwise likely. Thus, the person can walk a tightrope, cross a narrow or unstable ledge, or fight near the edge of a cliff without fear of falling. A balancing action requiring a Dexterity check will be passed if the individual is unhindered.

This spell does not modify the subject's Armor Class, fighting, missile bonuses, or climbing bonuses, though penalties to these factors due to poor balance are negated. If other hindering factors are introduced (the being is pushed, exposed to high winds, ice, or unusually slippery conditions, and so on) the individual may be affected, but will have a minimum effective Dexterity for this purpose of 15 and a +1 to +4 advantage over an individual relying on natural balance.

The material component of the spell is a pinch of powdered mountain goat hoof.

Notes: Very rare. Known to be in *Mylsibis's Codex of Contention*. (Updated from *DRAGON Magazine*.)

Ball Lightning**(Evocation)**

Level: 3

Range: 30 yds. + 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: Creates 1 to 4 balls

Saving Throw: $\frac{1}{2}$

This spell allows the caster to create up to four glowing spheres of lightning at any time during the spell's duration. The damage each ball inflicts is determined by the number of balls the caster creates. Each ball lasts no longer than 4 rounds, regardless of when the caster chooses to bring them into existence. The spell duration is 5 rounds per caster level.



Number of Balls	Damage
Four	2d4 each
Three	2d6 each
Two	5d4 each
One	4d12

The balls are about 3 feet in diameter and resemble will-o-wisps, or the spell *dancing lights*. The caster can move the spheres at a rate of 4; a globe sent beyond the spell range vanishes harmlessly. Controlling one or more lightning balls absorbs the caster's attention for the round. Uncontrolled balls simply hover in place. If a lightning ball touches a creature, it immediately discharges the damage shown on the table, with a saving throw vs. spell allowed for half damage. No attack roll is required for the wizard to move a ball of lightning into contact with a target, but most creatures can avoid a lightning ball simply by moving faster.

The material component is a powder of blue dragon scales.

Notes: Uncommon for Air or Weather mages; rare for others. (Updated from *POLYHEDRON* Newszine.)

Ball Lightning, Nautical

See nautical ball lightning.

Ballant's Stonesplit

(Evocation)

(Earth)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: 10-ft. cube/level

Saving Throw: Special

The wizard who casts this spell cleaves the next stone object he touches. The force from his fingertips manifests in a spray of light, creating a thick, winding crack that appears in the stone with considerable force. At the end of the round following the casting, the crack reduces to rubble an amount of stone equal to the area of effect. It does nothing to remove the rubble, so the caster usually must be mobile to avoid being crushed by his own spell. The spell can be countered by a successful *dispel magic* spell, cast before the stone is actually reduced to rubble.

For example, a 12th-level wizard touches a stone wall 100 feet long, 30 feet high, and 10 feet thick. A 40-foot wide section of the wall is reduced to

rubble. The rubble fills the breech to a height equal to half that of the original wall, sloping away on each side at an angle of about 45 degrees.

If the spell is cast on a stone floor, a fissure opens and the rubble settles quickly, dropping the floor 1 to 4 feet and causing 1d4 points of damage to those in the area of effect.

If cast on a stone ceiling, the DM adjudicates any damage, but this use is limited by the spell's range (touch), and the ability of most mobile opponents to get out of the way.

The spell causes great damage to stone-based creatures, such as galeb duhr or xorn. If a successful touch attack is made, these take 12d8 points of damage, with a successful saving throw vs. spell reducing the damage by half. Petrified creatures are obliterated by this spell, though any magical items carried survive if a successful item saving throw vs. disintegration is made at a -4 penalty.

The material component of the spell is a single diamond-tipped chisel worth at least 1,000 gp, which is destroyed in the casting.

Notes: Uncommon or rare for Earth mages; otherwise rare or very rare. (Updated from *DRAGON* Magazine.)

Ballant's Stonestrength

(Alteration)

(Earth)

Level: 5

Range: 20 yds.

Components: V, S, M

Casting Time: 5

Duration: 3 turns + 2 turns/level

Area of Effect: Special

Saving Throw: None

This spell causes any single stone structure, no matter what its size, to increase in structural strength by 10% per level of the caster. For example, a 10th-level wizard casting this spell on a stone gatehouse doubles its strength (+100%). The stone becomes tougher and more resistant to chipping and cracking. Any damage done to the structure reduces the magical strengthening first, so that even if greatly battered, the structure may escape unharmed at the expiration of the spell.

Since this spell affects only stone, it will not affect defenses of earth or wood. If a defensive structure contains a significant amount of other material, the DM can either adjudicate the effect of attacks locally or treat the magical augmentation as a percentage: If a wall is 40% stone, then

the spell is 40% effective.

The spell completely repairs any stone-based creature, such as a stone golem, xorn, galeb duhr, and so on, but only for the duration of the spell. Damage taken within this time is taken from the magically repaired points first. When cast upon a petrified individual, the spell provides virtual immunity to incidental chipping or breakage. The spell affects stone-creating magic, such as the *wall of stone* spell.

The material components are a small granite wedge and a pinch of powdered iron, which is sprinkled over the wedge during the casting.

Notes: Uncommon or rare for Earth mages; otherwise rare or very rare. (Updated from *DRAGON Magazine*.)

Balliard's Rejuvenating Touch (Alteration, Enchantment/Charm)

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

Balliard's rejuvenating touch revives an exhausted recipient. A creature under its effect feels as though it has had an appropriate rest period (a night's sleep, for example) and can easily operate for 16 more hours before resting. This spell does not allow for the recovery of lost spells or hit points, nor does it alleviate hunger, thirst, or illness.

An individual can remain active even longer without sleep if a second *Balliard's rejuvenating touch* is received before the duration of the first ends. However, the individual needs to make up all the sleep missed when the second spell ends. A human, for example, needing eight hours of sleep every 24 hours, stays active for 48 hours under the influence of two castings of this spell (16 hours of wakefulness from a normal night's sleep, 32 hours more from the spells). At the end of the second spell's duration, the individual needs to sleep for 16 hours to make up for two lost sleep periods. An individual subject to enough castings of this spell to stay awake more than 48 hours straight loses 1 hit point for each eight-hour period beyond 48 hours. These hit points can be regained through normal means.

Notes: Rare or very rare.



Bands of Ice

(Evocation)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Special (2 turns maximum)

Area of Effect: 1 creature

Saving Throw: Special

When this spell is cast, the wizard is able to trap a chosen creature in thick bands of ice. The caster can create solid, icy bands able to hold a creature 1 foot tall for every level possessed; that is, a 10th-level spellcaster can capture a creature 10 feet or less tall. If the creature is very broad, such as an umber hulk, add 1 or 2 feet to its effective height for the purposes of determining what the wizard can capture.

The creature receives a saving throw vs. spell to determine the effectiveness of the bands. If the saving throw is successful, the ice is brittle and easily broken, allowing the creature to escape in one round. If the saving throw is unsuccessful, the creature is trapped for at least one turn. Once a turn has passed, the creature is allowed a bend bars/lift gates roll to determine if the ice has melted to the point where it can escape (for monsters, use 1% per Hit Die if man-sized, 5% per Hit Die if large or huge). If the roll is successful, the creature breaks free of the ice and is no longer effected by the spell.

The normal duration of the bands of ice is two

turns. If the spell is cast in a cold environment (40° F. or lower), the duration is doubled to four turns, and if the surroundings are very cold (0° F. or below), the duration is increased to six turns (one hour). Applying a torch shortens the duration by one round for each round that heat is applied. Magical fires such as a *fireball* melt the ice, but injure the trapped being in the process.

A creature trapped in the *bands of ice* suffers 1d6 points of cold damage each turn. Cold-dwelling creatures receive no damage, while fire-dwelling creatures suffer double damage. Creatures with high body heat, such as salamanders, melt the ice twice as fast, halving the spell's duration.

The material components for this spell are several chain links made of nickel, a piece of iron in the shape of a hoop, and a bit of snow.

Notes: Uncommon for Frost mages; otherwise very rare. Known to be in *The Book of Naz*. (Updated from *DRAGON Magazine*.)

Bands of Sirellyn

(Conjuration/Summoning)

Level: 3

Range: 40 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 turn + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

The spell causes a number of shining metal bands to materialize out of the air, encircling and capturing a target of the caster's choice. The victim is allowed a saving throw vs. spell to elude capture, with a -1 penalty per three caster levels (for example, -1 for a 5th to 6th level caster, -2 for 7th to 9th, -3 for 10th to 12th, and so on), since higher-level casters conjure more bands in a denser pattern. Any creature of less than gargantuan size (G) can be snared, but gargantuan monsters are simply too big to be restrained by the bands.

A creature failing its saving throw vs. spell is caught and held immobile by the bands. Arms and legs are immobilized, but speech and psionic power use are possible, as may be the use of worn magical items, such as rings. Creatures with Strength ability scores can burst the bands and free themselves with a successful bend bars/lift gates roll (creatures without Strength scores save vs. petrification with a penalty of -4).

Once employed by the mysterious ancient wizard known as the Arcanamach, this forgotten dweomer was rediscovered by the mage Sirellyn many centuries after its last use.

The spell requires three miniature bands of silver that are interlocked so that all three are connected.

Notes: Uncommon spell (*PO:SM*).

Bane, Elonia's

Reversed form, see Elonia's glamor.

Baneful Attractor, Strahd's

See Strahd's baneful attractor.

Baneful Backfire, Andru's

See Andru's baneful backfire.

Baneful Deflector, Hornung's

See Hornung's baneful deflector.

Banish

See witches' banishment.

Banish Dazzle

(Divination)

(Flame)



Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This magic enables the caster or another individual he touches to see clearly in or through blinding sun, free from the effects of heat shimmer. The recipient knows that mirages and common illusions (the result of 5th-level spells or less) are not real. The recipient also receives saving throw bonuses of +4 vs. *color spray*, *fire charm*, and similar visual spells related to color, heat, or fire.

The recipient is not hindered by reflected sunlight—whether from a mirror, shiny shield, or other device intended to create glare. He enjoys normal “best conditions” when making an attack roll, for optimum missile fire and spell aiming. The *banish dazzle* spell also prevents the recipient from being blinded by bright light, including that caused by *continual light* and *sundazzle*. If the damage has already been done, the *banish dazzle* spell can remove the effects of *sundazzle* and *light*. It cannot, however, remove the effects of *continual light* or more powerful spells, nor can it protect the recipient against the effects of *power word blind*.

The material component of this spell, consumed in the casting, is a shard of glass, gemstone, mica, or any clear crystal.

Notes: Common in arabian settings, very rare elsewhere.



Banishment**(Abjuration)**

Level: 7

Range: 20 yds.

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 60-ft. radius

Saving Throw: Special

A *banishment* spell enables the caster to force some extraplanar creature out of the caster's home plane. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. Up to 2 Hit Dice or levels of creature per caster level can be banished.

The caster must both name the type of creature(s) to be sent away and give its name and title as well, if any. In any event, the creature's magic resistance must be overcome for the spell to be effective.

The material components of the spell are substances harmful, hateful, or opposed to the nature of the subject(s) of the spell. For every such substance included in the casting, the subject creature(s) loses 5% from its magic resistance and suffers a -2 penalty to its saving throw vs. spell. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a banishment upon a being that hates those things, its saving throw versus the spell would be made with a -8 penalty (four substances times the factor of -2). Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to change the factor to -3 or -4 per item. In contrast, a titan's hair or mistletoe blessed by a druid might lower the factor to -1 with respect to the same creature. If the subject creature successfully rolls its saving throw vs. spell, the caster is stung by a backlash of energy, suffers 2d6 points of damage, and is stunned for one round.

Notes: Common spell (*PHB*).

Banishment, Witches'

See Witches' banishment.

Banner, Alustriel's

See Alustriel's banner.

Bargain**(Enchantment/Charm)**

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.



Duration: Instantaneous

Area of Effect: 1 spirit

Saving Throw: Neg.

This spell is used by the wu jen to obtain the services of lesser and greater spirits. Before the spell is cast, the wu jen must contact the desired spirit (through a *commune* spell). Once the contact has been made, the wu jen can cast the *bargain* spell. If the spirit makes a successful saving throw vs. spell, the spell fails and the spirit is under no compulsion to heed the wu jen. However, if the saving throw is failed, the wu jen can demand one service of the spirit, if that service is within the powers of the spirit. The spirit is compelled to perform this service if the wu jen can close the deal by providing some item or service demanded by the spirit.

The spell does limit the spirit's demands to a payment of no more than half the value of the service demanded by the wu jen. The player and DM, playing each role, must negotiate what the exact terms of the bargain are. Once the bargain has been made, the spirit is bound to performing it. The wu jen can elect to make his payment immediately or wait until the spirit has fulfilled his portion of the bargain. Should the wu jen fail to make good on his part of the bargain, the spirit appeals to the Celestial Bureaucracy for redress. These powerful beings send a punishment to the wu jen in the form of a -2 penalty on all hit rolls and -2 on all saving throws until the wu jen fulfills his part of the bargain.

Note that if the spirit makes the saving throw, it may still remain to deal with the wu jen, although the terms are never as advantageous as they would have been under the power of the *bargain* spell.

The material component for this spell is a bowl of incense.

Notes: Common in oriental settings; rare elsewhere.

Barrier — Old Empire**(Abjuration)****(Force)**

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: 10-ft. radius, 10-ft. high

Saving Throw: None

This spell enables the caster to create a transparent magical barrier that protects him from damage. This barrier is a solid magical wall that circles the wizard in a 10-foot radius to a height of 10 feet.

This wall can withstand 5 points of damage per level of the caster, to a maximum of 25 points, before it shatters. The wizard cannot cast spells that cause hit points of damage through the barrier, nor can he physically attack through the barrier.

The barrier has an Armor Class of 5, and automatically suffers full damage from spells. If a damage-causing spell knocks down the barrier, the wizard within is entitled to any saving throw vs. spell to reduce the remaining damage that the incoming spell allows. The barrier is mobile with the caster (but awkward in confined spaces).

The material component for this spell is a piece of jade or amethyst worth 50 gp or more; this is consumed in the casting.

Notes: Common in Empire; otherwise very rare. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Barrier, Mempter's

See Mempter's barrier.

Barrier Reaver

(Abjuration)

(Force)

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd.

Area of Effect: Cylinder, 1 ft./level diameter and length

Saving Throw: None

This spell forces an opening in any magical barrier, including an *antimagic shell*, a *prismatic sphere*, or a conjured physical barrier such as a *wall of iron*. The opening comes into being at the end of the round of casting and lasts for the entire next round.

During this time, spells and other attacks can be launched through the opening, creatures who can fit through it can pass the barrier, and what is beyond the opening can be observed. The caster of the *barrier reaver* is free to cast another spell during the round in which the opening exists. This spell does not destroy the barrier; the opening closes at the end of the round, inflicting 6d6 points of shearing damage upon any creature caught within it and forcibly expelling them or their remains on one side of the barrier (50% chance for either).

The material component of this spell is a small metal key.

Notes: Uncommon for abjurers; rare for others. (Updated from *DRAGON Magazine*.)



Basilisk Glare

(Alteration)

Level: 7

Range: 10 ft./level

Components: V, S, M

Casting Time: 7

Duration: 4 rds.

Area of Effect: 1 creature/rd.

Saving Throw: Neg.

This spell causes the eyes of the caster to glow with a bright, ruby-red radiance. Any creature that the caster looks at and bends her will upon can be transformed into a stony state for the duration of the spell plus 1d3 rounds. A maximum of one being per round can be so affected. Target creatures must be at least partially visible to the caster, but need not meet the caster's gaze to be affected.

The target creature is allowed a saving throw vs. petrification against the spell. If successful, the creature is unaffected, and the glare is wasted for that round.

If the saving throw fails, the creature suffers 1d4 points of physical damage as its body turns to stone (clothing and items, including magical items, are also petrified, but are not harmed by a *basilisk glare*). The creature also must make a system shock roll; failure means the creature is reduced to 2d4 hit points and rendered unconscious (while stone).

Until the magic wears off, the creature is immobile—unseeing, unhearing, and possibly unconscious—and makes saving throws as stone against

all attacks. Beings temporarily petrified by means of this spell cannot be shattered by physical attacks. Their actual body state is flickering swiftly and imperceptibly between stone and flesh, as magical energy surges pulse and glow.

While employing a *basilisk glare*, a wizard cannot cast spells or activate any other magic. Activated magical items can be held and continue to function if their natures allow them to do so, or a magical weapon in hand could be wielded. Using *basilisk glare* does not prevent a caster from participating in physical combat or activities, and the spell can be ended instantly if the caster desires. Affected creatures are subject to the spell's effects for 1d3 rounds after the spell is dropped.

The material components for this spell are a pebble or stone chip of any type and size and two teardrops from the caster's eyes.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Basket Trick

(Alteration)



Level: 3

Range: 0

Components: V, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell is somewhat similar to a *blink* spell, in that it allows the caster to move randomly about to avoid damage. However, the spell requires a large basket or urn, which the caster must climb into before casting the spell. Once the wizard has entered the basket and cast the spell, the wizard instantaneously teleports to another randomly determined basket or urn within 10 feet per caster level. Approximately one round later (depending on the caster's initiative roll), the spell again "blinks" the caster to another basket within the given range. This generally gives the caster enough time to peek out of the basket and decide if it is safe to come out. The spell can be ended at will by the wizard; otherwise, the wizard blinks once per round until the end of the spell's duration.

All materials in the basket with the caster at the time of casting are transported along with the wizard. If the randomly determined basket or urn holds other materials that would prevent the caster from fitting into the container, those materials are magically transported to the caster's previous basket.

Notes: Uncommon in arabian settings; otherwise very rare.



Bath, Aunty's*See Aunty's bath.***Battering Gauntlet, Bigby's***See Bigby's battering gauntlet.***Battering Ram****(Evocation)****(Force)**

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd.

Area of Effect: The caster's arm

Saving Throw: Neg.

This spell duplicates a *ring of the ram*'s effects. It wraps the caster's arm in translucent magical force, making a ram's head at the fist.

- The caster has a Strength score of 19 to open doors, break items, or hit opponents (2d6 points of damage); or
- A force can be launched up to 30 feet away in the direction pointed, in order to hit a target like a battering ram (if a door, wall, or other barrier) or against a creature for 2d6 points of damage (save vs. spell or be knocked down; a successful save negates the knockdown but not the damage).

The material component is a piece of ram's horn held in the caster's fist.

Notes: Common for the Guild and Watch of Waterdeep; otherwise uncommon.

Battlecurse**(Enchantment/Charm)**

Level: 3

Range: 20 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 rd. or 4 rds.

Area of Effect: 1 creature

Saving Throw: Special

This spell enables a caster to adversely affect any one creature not protected by a *minor globe of invulnerability* or stronger magical barrier (some spells and items also may prevent its functioning). A *battlecurse* can be cast only on being within range and visible to the caster. The target is allowed a saving throw vs. spell. If successful, the only effect is to prevent the creature from making any attacks on the following round

(defensive spells, movement, readying of weapons, and parrying are all possible). If the saving throw fails, the creature's Armor Class is worsened by four points (from AC 4 to AC 8, for example) for four rounds.

The material components of this spell are a hair (broken or split) from any source, and a gem of not less than 200 gp value.

Notes: Very rare. (Updated from *DRAGON* Magazine.)

Beast of Burden, Drawmij's*See Drawmij's beast of burden.***Belsham's Mace****(Evocation)****(Force)**

Level: 2

Range: 60 yds.

Components: V, S

Casting Time: 2

Duration: 2 rds.

Area of Effect: Creates 1 mace of force

Saving Throw: None

This spell creates a blunt coalescence of force that bludgeons at a chosen foe from above, with the caster's THAC0. If this force-weapon hits, it deals 1d8+2 points of damage and forces the victim to save vs. spell. If the saving throw is failed, the victim falls unconscious for one round, dropping all held items. Items struck by a *Belsham's mace* must save vs. crushing blow. The mace lasts for only two rounds, whether it hits or not, and then fades away. It operates even if its creator is dead, has fled, or is casting another spell—but if the caster's attention is elsewhere, the mace can follow, but cannot switch targets.

Notes: Rare or very rare. (Updated from *DRAGON* Magazine.)

Beltyn's Burning Blood**(Necromancy)****(Alchemy)**

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 3 rds.

Area of Effect: 1 creature

Saving Throw: Neg.

By means of this spell, a wizard can cause the open, bleeding wounds of any creature to burst

into flame, converting the blood into a corrosive mix that inflicts 3d4 additional points of damage per round. "Open wounds" is defined as those wounds created by an edged weapon that have not been dressed or healed.

Obviously, the creature must have blood in the first place in order to be affected by this spell. This excludes undead and extraplanar creatures that do not have obvious blood (like elementals). Similarly, creatures that are resistant to fire are immune to the effects of this spell.

Each of the three rounds the spell is in effect, the target can make a saving throw vs. spell with a -3 penalty. If the save is made, no additional damage is inflicted by the spell.

The caster does not need to touch or even see the target, as long as the individual meets the requirements above and is in the range of the spell. Individuals in the Ethereal Plane are immune to attacks from the Prime Material, but not from attackers on their own plane. Creatures that have changed shape or passed into other objects (such as a tree or rock) are still vulnerable to the spell. Creatures and individuals with regenerative abilities or spells can save at the normal chances to prevent further damage.

The material components of this spell are the presence of exposed blood and a pinch of saltpeter.

Notes: Uncommon or rare. Known to be in *The Book of Bats*.

Bendal's Swoop

(Alteration)

(Air)

Level: 2

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 rd.

Area of Effect: The caster

Saving Throw: Special

This spell instantly turns any fall by the caster, accidental or deliberate, into a horizontal swoop. The horizontal movement of up to 30 feet can occur at any point in the fall after the caster has descended at least 10 feet. The horizontal movement can be in any direction the caster desires.

A caster can elect to end the spell at this point (usually because the horizontal movement has taken him to a ledge, balcony, or other desired location), and his landing is then protected as if by *featherfall*. If the spell is not ended at completion of the horizontal flight, the caster's movement becomes an involuntary, head-first power dive.

A power-diving caster can aim the swooping descent at a target below, receiving a +4 bonus on the attack roll. If the attack roll fails, the caster misses and suffers 5d6 points of impact damage upon striking any hard surface (less for softer surfaces, for example, 3d6 points if hitting water).

If the attack roll succeeds, the swooping caster smashes into the target with magically augmented speed, causing 8d4 points of damage and forcing a Strength check on the target creature (save vs. paralysis if no Strength score is given). If the check fails, the creature is knocked off its feet and must make a successful saving throw vs. spell to avoid being stunned (unable to think or act coherently) for one round. All exposed fragile items worn or carried by a creature crashed into must make a successful saving throw vs. crushing blow or be destroyed.

At the same time, the caster strikes the target, suffering 2d6 points of impact damage plus any damage the target can deal with an in-hand weapon. The diving caster suffers an Armor Class penalty of 2, and is subject to triple damage if the target has set a spear or similar piercing pole arm against the swoop. If not killed in the attack, the caster rebounds to his feet and can automatically hit a stunned target creature on the following round if desired.

Notes: Uncommon or rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Beneficent Polymorph, Drawmij's

See Drawmij's benevolent polymorph.

Besieging Bolt, Bigby's

See Bigby's besieging bolt.

Bestow Curse

Reversed form, see remove curse.

Bestow Enchantment

(Enchantment)

Level: 5

Range: Touch

Components: V

Casting Time: As spell bestowed + 1

Duration: As spell bestowed

Area of Effect: Creature touched

Saving Throw: None

By casting this simple enchantment, an enchanter is able to cast on another being a spell he could normally cast only on himself (that is, range 0, area of effect "The caster"). For example, the enchanter first casts *bestow enchant-*



ment on his fighter companion, then follows it up with an *alter self* spell. The fighter can manipulate the *alter self* spell as if he had cast the spell himself. The duration of the *bestow enchantment* spell ends when the duration of the bestowed spell ends.

Notes: Restricted to enchanters; rare. (Updated from *POLYHEDRON* Newszine.)

Bestow Remembrance

Reversed form, see curse of forgetfulness.

Bewilder (Enchantment/Charm)

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 creature/level, 20-ft. radius

Saving Throw: Neg.

A creature affected by this spell loses its sense of direction and purpose. When the spell takes effect, the creature immediately forgets its destination or intended action and finds itself lost. The bewildered creature forgets whatever it was about to do. This includes attacking an opponent, casting a spell, following a trail or map, or simply going about daily business.

An affected creature finds itself lost regardless of its surroundings. It suddenly feels that it has never seen the area before, even in places as familiar as its homeland or even its own living quarters. It has no idea of its location or how it arrived there.

A *bewildered* creature can recognize its own belongings and comrades, friends, or relatives. It is not any more susceptible to trickery, or to spells such as *charm*, *suggestion*, *hold*, or spells of an illusionary nature.

A *bewildered* creature in combat loses an entire round of actions. On the following round, an Intelligence check is necessary to resume combat; however, a creature in melee resumes fighting hostile opponents in self-defense, although it may not realize who or why it is fighting. The *bewildered* creature will obey the commands of its comrades if a successful Intelligence check is made.

A bewildered spellcaster forgets the spell he was about to cast and, if casting, the spell is lost. Casting is impossible for the duration of the bewilderment, but once the spell has worn off the individual can resume casting any remaining

memorized spells.

The material component is the eye of any creature and a bit of wool.

Notes: Uncommon for enchanters; otherwise rare.

Bewilderment, Breath of

See breath of bewilderment.

Bigby's Battering Gauntlet (Evocation)

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Creates 1 ram

Saving Throw: None

This spell brings into existence a shimmering violet force shaped like a battering ram with a clenched fist as the ram's head. The force assumes a cylindrical shape 12 feet long by 2 feet in diameter, but the caster can shorten its length to 3 feet in order to fit in a cramped space.

The spell acts as a battering ram of great power, destroying a normal door with one hit, destroying a reinforced door with three hits, destroying a stone door with five hits, and having a 50% chance to destroy a metal door (the spell is destroyed if the gauntlet fails). Only one attack can be made per round, as with any ordinary battering ram. Used against a smaller physical obstruction, such as a dungeon door or metal grate reinforced with magic, a saving throw is made for the door at the level of the wizard who cast the reinforcing spell on the door. If the saving throw is successful, the gauntlet is destroyed. If the saving throw fails, the gauntlet begins working on the door.

Against a living target, the ram has no effect. The caster must always remain within 60 feet of the ram or it will dissipate. The ram cannot be damaged by physical attacks, but it can be destroyed by magical damage equal to half the number of hit points of the caster. A *dispel magic* or *disintegrate* spell can destroy the gauntlet, also. The spell cannot be used to open chests or batter anything but a door. It only functions against portals that are designed to open at some time.

The material component is a metal rod with a chain mail gauntlet slipped over one end.

Notes: Uncommon or rare spell (*WoG*).

Bigby's Besieging Bolt

(Evocation)

Level: 6

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell is similar to *magic missile*. When the spell is cast, the wizard is able to fire one magical siege bolt for every two levels of the caster. The bolt will behave as a given siege engine missile in range and effect. The type of siege missile the bolt mimics depends on the caster's level.

The bolts must be launched at the rate of one every two rounds in succeeding rounds. During this time the caster can do nothing else. If the spell is interrupted, no additional bolts can be launched. The bolts strike their target unerringly.

Wizard's

Level

12th

14th

16th

Siege Engine

Missile

catapult, light

catapult, heavy

trebuchet

The material component is a small stone sprinkled with diamond dust.

Notes: Uncommon or rare (*WoG*).

Bigby's Bookworm Bane

(Evocation)

Level: 1

Range: 20 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell is used to seek out and destroy one of the most feared enemies of the wizard: the bookworm. When cast, the spell creates a disembodied hand that will search through a library and crush all bookworms it finds. The hand can search through 100 books or scrolls per round, seeking out bookworms with a 95% chance of detection. Once a worm is found, the hand will pursue the bookworm relentlessly, attacking with the skill of a fighter equal in level to the caster. A successful hit by the hand means the bookworm is instantly crushed to death. The hand possesses a Strength of 8, so it can move aside books and



scrolls in pursuit of a fleeing bookworm. The hand cannot be harmed by physical attacks, but it can be destroyed by 4 or more points of magical damage. The hand is incapable of performing any other function or combatting any other foe. Bigby used the spell periodically to safeguard his valuable library.

The material component is a child-sized glove made of tough leather.

Notes: Uncommon or rare (*WoG*).

Bigby's Clenched Fist

(Evocation)

Level: 8

Range: 5 yds./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

The *Bigby's clenched fist* spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spellcaster, who can cause it to strike one opponent each round, anywhere within the range of the spell. No concentration is required once the spell is cast. The clenched fist never misses, but it

can only strike as directed by the caster (which precludes other attacks by the caster). Thus, it can be fooled by invisibility or other methods of concealment and misdirection. The effectiveness of its blows varies from round to round.

D20 Roll Result

1-12	Glancing blow—1d6 hp
13-16	Solid punch—2d6 hp
17-19	Hard punch—3d6 hp; opponent is <i>stunned</i> for next round
20	Crushing blow*—4d6 hp; opponent is <i>stunned</i> for next three rounds

*The wizard adds +4 to the die rolls of subsequent attacks if the opponent is *stunned*, as the opponent is not capable of dodging or defending against the attack effectively.

The fist has an Armor Class of 0, and is destroyed by damage equal to the hit points of its caster at full health.

The material component of this spell is a leather glove and a small device consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest. The device must be fashioned of an alloy of copper and zinc.

Notes: Common or uncommon (PHB).

Bigby's Construction Crew

(Evocation)

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 12 hrs.

Area of Effect: 180 ft. radius from caster

Saving Throw: None

This spell summons disembodied hands that will do the work of an entire construction crew. The caster creates as many pairs of hands as he has experience levels. All of the hands come equipped with carpentry tools. The hands do the work of a construction team equal in ability to any crew of professional carpenters, masons, miners, or sappers. The hands never need to rest or eat, and each pair performs as one worker. The hands are unable to fight or inflict physical damage on anything. They cannot be destroyed by nonmagical means, and each pair has as many hit points as the caster has levels.

The material components of the spell include an assortment of miniature tools, worth at least 500 gp.

Notes: Uncommon or rare (WoG).

Bigby's Crushing Hand

(Evocation)

Level: 9

Range: 5 yds./level

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

The *Bigby's crushing hand* spell creates a huge, disembodied hand similar to those of the other *Bigby's hand* spells. The crushing hand is under the mental control of the caster, and he can cause it to grasp and squeeze an opponent anywhere within the spell's range. No attack roll is necessary; the hand automatically grasps and inflicts constriction damage in any round in which the wizard concentrates. The damage inflicted depends on the number of rounds it acts upon the victim.

1st round	1d10 points
2nd & 3rd rounds	2d10 points
4th & beyond	4d10 points

The crushing hand has an Armor Class of 0, has as many hit points as its caster at full strength, and vanishes when destroyed. The hand is susceptible to normal combat attacks and damaging spells, but if it is struck by an area-effect spell, the person held suffers the same fate as the hand (i.e., if the hand fails its saving throw, the victim automatically fails his). The hand is not effective against noncorporeal or gaseous forms, but it does prevent creatures that are able to slip through small cracks from escaping. If the hand grasps an item or construction, the appropriate saving throw must be made as if squeezed by a Strength of 25.

The material components of the spell are a glove of snake skin and the shell of an egg.

Notes: Common or uncommon (PHB).

Bigby's Dextrous Digits

(Evocation)

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 3 turns/level

Area of Effect: 90-ft. radius from caster

Saving Throw: None

This spell summons into existence a pair of disembodied hands that will follow the wizard's

every order and accompany him wherever he goes. The hands can perform all the functions of an *unseen servant*, but can also accomplish deeds requiring fine coordination, such as tinkering with tools, working with laboratory equipment, sculpting, painting, or playing a musical instrument. The hands can perform any task the caster can accomplish, including nonweapon proficiencies known by the wizard. The hands will perform with a dexterity equal to that of the caster. Each hand can hold and carry up to 20 pounds weight individually, or 50 pounds weight together. The hands can move no farther apart than the caster's own hands. The hands can move at a rate of 12, regardless of weight carried, but can move no farther than 90 feet away from the caster, or they vanish.

The hands cannot act out the somatic component of a spell. The hands cannot wield a weapon in melee or punch or grapple. They are immune to physical attacks, but can be destroyed by 6 or more points of magical damage.

The material component is a pair of gloves embroidered with the wizard's initials.

Notes: Uncommon or rare (*WOG*).

Bigby's Fantastic Fencers (Evocation)

Level: 5

Range: 20 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 60 ft. radius from caster

Saving Throw: None

This spell creates one hand for every three levels of the caster, each of which holds a long sword. Each hand fights with the skill of a fighter of one-half the experience level of the caster. Each hand is AC 2 because of its small size and speed, and each can sustain 15 points of damage before being dispelled. Each fencer is capable of disarming an opponent and does so on a roll four greater than the roll needed to hit. A fencer likewise disarmed of its sword is dispelled automatically. The caster need not concentrate on the fencers to keep them functioning, but only has to give them orders as if they were henchmen.

The material component is a small, silver amulet shaped like a mailed gauntlet holding a gem-encrusted sword, worth at least 1,000 gp (this vanishes when the spell is cast).

Notes: Uncommon or rare (*WOG*).



Bigby's Feeling Fingers (Evocation)

Level: 1

Range: 60 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 hour + 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell calls into existence a disembodied hand under the caster's command. The hand cannot hold, grasp, or carry, but it does have an amazingly sensitive sense of touch. The hand's sense of touch is so fine that it can note minuscule cracks, separations, or openings in a surface, and thus detect the presence of a secret or concealed door with a 50% chance of success. The hand can search a 10 foot by 10 foot area each turn. The hand cannot be destroyed by physical attacks, but it is dispelled if dealt 4 or more points of magical damage. The hand can trip a nonmagical trap if the location of the trap is known.

The material components for the spell are a child-sized silk glove and a swan's feather.

Notes: Uncommon or rare (*WOG*).

Bigby's Force Sculpture (Evocation)

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creates 1 cu. ft./level

Saving Throw: None

This very flexible spell enables the wizard to create a visible plane of force that can be

shaped into any form the caster wishes. The caster could create a table, ladder, club, bucket, stilts, or cane, for example. Once an object is formed, it retains its form for the duration of the spell. The object imitated must be fairly rigid, can have no moving parts, cannot have a sharp point or edge, and cannot possess finely detailed features. A rope, long bow, sword, chariot, or accurate statue cannot be created with the spell. All objects formed out of force cannot be harmed by physical attacks, but can be dispelled by magical attacks that inflict more points of damage to the object than the creator's hit points. Up to 1 cubic foot of matter per level of the caster can be simulated.

The material component for the spell is a lump of soft clay with diamond dust mixed into it.

Notes: Uncommon or rare (*WoG*).

Bigby's Forceful Hand

(Evocation)

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

Bigby's forceful hand is a more powerful version of *Bigby's interposing hand*. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that places itself between the spellcaster and a chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. However, the forceful hand also pushes on the opponent. This force can push away a creature weighing 500 pounds or less, slow movement to 10 feet per round if the creature weighs between 500 and 2,000 pounds, or slow movement by 50% if the creature weighs more than 2,000 pounds.

A creature pushed away is pushed to the range limit, or until pressed against an unyielding surface. The hand itself inflicts no damage. The forceful hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can cause it to retreat (to release a trapped opponent, for example) or dismiss it on command.

The material component is a glove.

Notes: Common or uncommon (*PHB*).

Bigby's Grasping Hand

(Evocation)

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

Bigby's grasping hand is a superior version of the 6th-level spell *Bigby's forceful hand*. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that appears and grasps a creature designated by the caster, regardless of what the spellcaster does or how the opponent tries to escape it. The grasping hand can hold motionless a creature or object of up to 1,000 pounds weight, slow movement to 10 feet per round if the creature weighs between 1,000 and 4,000 pounds, or slow movement by 50% if the creature weighs up to 16,000 pounds. The hand itself inflicts no damage. The grasping hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can order it to release a trapped opponent or can dismiss it on command.

The material component is a leather glove.

Notes: Common or uncommon (*PHB*).

Bigby's Interposing Hand

(Evocation)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

The *Bigby's interposing hand* spell creates a man-sized to gargantuan-sized magical hand that appears between the spellcaster and his chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. Neither invisibility nor polymorph fools the hand once a creature has been chosen. The hand does not pursue an opponent.

The size of the hand is determined by the wizard, and it can be from man-size (5 feet) all the way up to titan size (25 feet). It provides cover for the caster against the selected opponent, with all the attendant combat adjustments. It has as many

hit points as the caster in full health and has an Armor Class of 0.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal movement. If the original opponent is slain, the caster can designate a new opponent for the hand. The caster can command the hand out of existence at any time.

The material component of the spell is a soft glove.

Notes: Common or uncommon (PHB).

Bigby's Most Excellent Force Sculpture (Evocation)

Level: 8

Range: 30 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 6 turns + 1 turn/level

Area of Effect: Creates 1 cu. yd./level

Saving Throw: None

This spell is the most advanced form of the force sculpture spells. The object formed can be highly complex, containing many moving parts, such as a siege machine or sailing ship. Parts of an object simulated could be as flexible as a rope or the wood of a bow, so a large net, ballista, rope bridge, or collection of crossbows could be formed. As with *lesser force sculptures*, fine or accurate details require an additional 2d4 rounds to form, along with sufficient skill as an artist or artisan. Up to 1 cubic yard of matter per level of the caster can be simulated. With the exceptions noted above, the spell is otherwise identical to the 4th-level spell of the same type.

The material component is a lump of clay mixed with 1,000 gp of diamond dust, which vanishes when the spell is used.

Notes: Uncommon or rare (WoG).

Bigby's Pugnacious Pugilist (Evocation)

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 3

Duration: 2 rds./level

Area of Effect: Creates 1 pair of hands

Saving Throw: None

This spell creates a pair of man-sized hands, appearing as clenched and padded fists. The

hands pummel with the effectiveness of an 18/50 Strength fighter of one-half the caster's experience level. The hands together fight as an individual with AC 4 and 3 hit points per level of the wizard. The hands are dispelled when they run out of hit points. The hands can pummel only, and cannot hold a weapon or grapple. The hands cannot be grappled or overborne, since they can easily flit away.

The material components are a mitten stuffed with cotton and a brass bell.

Notes: Uncommon or rare (WoG).

Bigby's Silencing Hand (Enchantment, Evocation)

Level: 2

Range: 40 yds.

Components: V, S, M

Casting Time: 2

Duration: 2 rds./level

Area of Effect: 1 creature

Saving Throw: None

This spell creates an appropriately sized hand that will fly toward the chosen creature and clamp tightly over the creature's mouth unless the creature makes its saving throw. A creature affected by the spell will be unable to talk clearly, cannot cast any spell requiring a verbal component, or use a magical item triggered by an audible command word. The hand cannot be pulled away from a creature's mouth or be harmed by a physical attack, but can be destroyed by six or more points of magical damage, although most magical attacks carry the risk of harming the affected creature. A successful *dispel magic* spell destroys the hand without injury to the creature.

The material component is a cloth glove smeared with sticky syrup or honey.

Notes: Uncommon or rare (WoG).

Bigby's Strangling Grip (Evocation)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 2 rds.

Area of Effect: 1 creature

Saving Throw: None

This spell creates a pair of disembodied hands that will seek out a creature's throat and strangle the creature much like an attack with a garrote.

The hands must make a successful attack roll to grab the creature's throat, attacking with +4 to hit to wizard's THAC0, because of the attack's speed and ferocity. A miss with the first attack allows an attack for damage only in the next round.

The strangling grip established in the first round inflicts 1d4 points of damage, and will strangle its victim to death by the end of the next round unless the creature is freed. The victim can break the grip with a successful bend bars roll (creatures vulnerable to this attack, but without Strength scores, save vs. petrification with a -4 penalty). The grip will be released if the wizard's concentration is broken.

The hands have no effect against any creature that the caster could not himself physically strangle with his bare hands; for example, an ochre jelly, a cow, or any creature above large size (L). Likewise, such throat protection as a hardened leather collar or a metal gorget will frustrate the attack; the spell grants no strength beyond the caster's own. If the attack is not made by surprise or from a blind quarter, the hands can be parried with a ready weapon or limb; a successful parry blocks the attack.

The material components are a pair of gloves sewn into a clutching grip around the neck of a bottle.

Notes: Uncommon or rare (*WoG*).

Bigby's Superior Force Sculpture (Evocation)

Level: 5
Range: 30 yds.
Components: V, S, M
Casting Time: 1 rd.
Duration: 3 turns + 1 turn/level
Area of Effect: Creates 8 cu. ft./level
Saving Throw: None

This spell is a more advanced form of the 4th-level *force sculpture* spell. The object or objects formed from force can be more complex, composed of large, moving parts, or have an edge or point, but still must be fairly rigid. A wagon, quiver of quarrels, shovel, sword, or water wheel all could be simulated, but not a mechanical time-piece, crossbow, or spring. Fine details can be worked into an object, provided the caster has sufficient skill as an artisan or sculptor. Fine details take 2d4 rounds to place on an object, but remain for the duration of the spell. Up to 8 cubic feet of matter per level of the caster can be simulated. The duration of the spell is also longer than *force sculpture*. *Superior force sculpture* is other-

wise identical to the 4th-level spell.

The material component is a lump of clay with diamond dust mixed into it.

Notes: Uncommon or rare (*WoG*).

Bind (Enchantment)

Level: 2
Range: 30 yds.
Components: V, S, M
Casting Time: 2
Duration: 1 rd./level
Area of Effect: 50 ft. + 5 ft./level
Saving Throw: None

When this spell is employed, the wizard can command any nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable. The spell affects 50 feet of normal rope (with a 1 inch diameter), plus 5 feet per caster level. This length is reduced by 50% for every additional inch of thickness and increased by 50% for each half-inch less. The possible commands are *Coil* (form a neat, coiled stack), *Coil & Knot*, *Loop*, *Loop & Knot*, *Tie & Knot*, and the reverses of all of the above (*Uncoil*, etc.). One command can be given each round.

The rope can only enwrap a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown or hurled near the intended target. Note that the rope itself, and any knots tied in it, are not magical. A typical rope might be AC 6 and take 4 points of slashing damage before breaking. The rope does not inflict damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a saving throw vs. spell.

Notes: Common spell (*PHB*).

Bind Undead (Necromancy)

Level: 5
Range: 10 yds./level
Components: V, S, M
Casting Time: 5
Duration: 2 rds./level
Area of Effect: 1 undead/level
Saving Throw: Special

The *bind undead* spell is highly effective against certain kinds of undead (it has no effect on living creatures). This spell automatically affects all chosen corporeal undead of 6⁺ Hit Dice or less (including common coffer corpses,

crypt things, ghouls, ghosts, great ghuls, heucuva, mummies, all types of skeletons, sons of Kyuss, wights, and all manner of zombies), with no saving throw.

Such creatures curl into a ball (if more than one undead is affected, they are all gathered into one tightly packed sphere). Affected undead are held helpless and immobile, their special abilities in stasis, until the spell expires or the caster frees them. The diameter of this ball of undead is typically 2-3 feet per affected creature. Typically, this "boneball" is conveyed into the midst of foes, whereupon the caster ends the magic, freeing the undead to fight.

Against noncorporeal undead (such as ghosts and spectres) and all undead of 7 or more Hit Dice who don't turn as "Special" (including vampires and liches), *bind undead* acts only as a *slow* spell. These undead are entitled to a saving throw vs. spell to resist the effect. The *bind undead* spell does not effect "Special" undead.

The material component is the bone of any creature, held in the wizard's left hand at the time of casting.

Notes: Restricted to necromancers; uncommon.

Binding

(Enchantment, Evocation)

Level: 8

Range: 10 yds.

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

A *binding* spell creates a magical restraint to hold a creature, usually from another plane of existence. Extraplanar creatures must be confined by a circular diagram; other creatures can be physically confined. The duration of the spell depends upon the form of the binding and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the spell, but they include a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of binding; and materials such as miniature chains of special metal (silver for lycanthropes, etc.), soporific herbs of the rarest sort, a corundum or diamond gem of great size (1,000 gp value per Hit Die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

Magic resistance applies unless the subject's

true name is used. A saving throw is not applicable as long as the experience level of the caster is at least twice as great as the Hit Dice of the subject. The caster's level can be augmented by one-third of the levels of each assisting wizard of 9th level or higher, and by one level for each assistant of 4th through 8th level. No more than six other wizards can assist with this spell. If the caster's level is less than twice the Hit Dice of the subject, the subject gains a saving throw vs. spell, modified by the form of binding being attempted. The various forms of binding are:

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster. The subject of this form of binding (as well as in the slumber and bound slumber versions) remains within the restraining barrier.

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster.

Bound Slumber: A combination of chaining and slumber that lasts for up to one month per level of the caster.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means until freed. The spell remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some noncorporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

Minimus Containment: The subject is shrunken to a height of 1 inch or even less and held within the hedged prison of some gem or similar object. The subject of a minimus containment, metamorphosis, or hedged prison radiates a very faint aura of magic.

The subject of the chaining form of the spell receives a saving throw with no modifications. However, *slumber* allows the subject a +1 bonus, *bound slumber* a +2 bonus, *hedged prison* a +3 bonus, *metamorphosis* a +4 bonus, and *minimus containment* a +5 bonus to the saving throw. If the subject is magically weakened, the DM can assign a -1, -2, or even -4 penalty to the saving throw. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A *binding* spell can be renewed in the case of the first three forms of the spell, for the subject does not have the opportunity to break the bonds. (If anything has caused a weakening of a chaining or slumber version, such as attempts to contact the subject or magically touch it, a normal saving



throw applies to the renewal of the spell.) Otherwise, after one year, and each year thereafter, the subject gains a normal saving throw vs. the spell. Whenever it is successful, the *binding* spell is broken and the creature is free.

Notes: Common spell (*PHB*).

Binding Curse, Allisandro's

See Allisandro's binding curse.

Bird Charm I – Pluma (Enchantment/Charm)



Level: 1

Range: 100 yds./level

Components: V, M

Casting Time: 1 turn

Duration: 1 wk./level

Area of Effect: 3 birds/level

Saving Throw: Neg.

This spell allows a caster to summon up to three small birds for each level of the caster. These can include birds up to parrot size—indeed, parrots and hummingbirds are the most favored targets, as they make no saving throw against the spell's effects.

Birds summoned via the spell will understand the rudimentary commands of the caster, and (if a parrot) will even be able to repeat up to three-word messages.

The material component of the spell is a small, coral whistle that the caster must carve himself. The process takes several days, and requires an unusually large piece of coral.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Bird Charm II – Pluma (Enchantment/Charm)



Level: 4

Range: 300 yds./level

Components: V, M

Casting Time: 1 turn

Area of Effect: 3 birds/level (or more)

Duration: 1 wk./level

Saving Throw: Neg.

This spell is similar to *bird charm I*, except that it allows the caster to summon and control all types of feathered creatures—including the powerful couatl, and other monstrous beings with plumage, such as owl bears. The spell does not affect deities, of course.

Enchanted creatures can be given more

involved commands than in the lower level spell; birds such as parrots and macaws can relay messages of up to 100 words, while creatures under the thrall of this spell will attack fearlessly if ordered to do so by the caster.

The material component for this spell is a whistle carved from a fine piece of jade. Carving the whistle takes 2-5 weeks.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.



Black Blade of Disaster — Drow (Conjuration/Summoning, Evocation)

Level: 9

Range: 10 yds./level

Components: V, S

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Creates 1 rift blade

Saving Throw: None

This spell enables the caster to create a black, blade-shaped planar rift, about three feet long. It moves about as the caster wills, providing the caster can see and concentrate on it, movement rate of up to 9. If the caster ceases concentration on the effect at any time, the blade collapses into nothingness at the end of that round.

The blade can strike twice per round with the same THAC0 as its caster. A *black blade* easily

carves through inanimate objects that do not bear dweomers. A ship loses 1d12% seaworthiness per blow, and structures take damage per hit equal to that inflicted by a heavy catapult hit. Walls bolstered by spells are treated as magical barriers. A *black blade of disaster* can cut through *prismatic walls and spheres*, *walls of force*, and all other known magical barriers. It can penetrate an *antimagic shell* and affect objects inside.

Against creatures, a *black blade* does 2d12 points of damage per strike. If the caster rolls a natural 20, the blade disintegrates the creature struck; nothing short of a *wish* will restore an individual destroyed in this fashion.

All magical attacks and effects directed at the rift are absorbed. Anyone trying to seize or physically attack the blade is affected as if struck by the blade. The caster suffers 1d2 points of damage every time he strikes with the blade, as it draws off some of his lifeforce as well. This damage does not by itself disrupt his concentration.

Notes: Restricted to drow; very rare.

Black Tentacles, Evard's

See Evard's black tentacles.

Blacklight (Alteration)

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 20-ft. radius globe

Saving Throw: Special

Upon casting this spell, the wizard creates a stationary, temporary area of total darkness. The darkness is impenetrable to normal vision and infravision, but the caster can see and move normally within the blacklit area. The caster can attack and cast spells normally within the limits of his *blacklight*. Each round, every other creature in the blacklit area is allowed saving throw vs. spell at -3. Those who succeed can see as the wizard does for that round, while those who fail are wrapped in total darkness. Those outside the sphere cannot see into it.

Normal and magical lights are doused by the blacklight. The casting of a *light*, *continual light*, or *dispel magic* spell to counter this spell destroys the blacklit area.

Creatures within the blacklit area have a -4

penalty to attack rolls and saving throws and have their Armor Class reduced by 4. Those with blindfighting proficiency are penalized by only -2 to their attack rolls and saving throws and have no penalty to Armor Class.

The caster of a *blacklight* spell can end it at will, though continuous concentration is not necessary to maintain it. Note that spells that depend on visual effects (such as illusions) do not function if the victim cannot see them.

The material components of this spell are a piece of coal and the dried eyeball of any creature.

Notes: Very rare. Known to be in *Selvar's Ineffable Conjurations, Magic, and Phantasms*.

Blacklight Burst, Nystul's

See Nystul's blacklight burst.

Blackmantle

(Enchantment, Necromancy)

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 15-ft. radius

Saving Throw: Neg.

The *blackmantle* spell creates a shimmering aura around each creature within the area that fails a saving throw vs. spell. The aura negates all healing and regeneration while the spell effect lasts. For instance, a *potion of healing* has no effect on a creature under the influence of a *blackmantle* spell, a troll cannot regenerate lost hit points, and *cure light wounds* spell or *staff of curing* is useless.

If the saving throw is failed, the creature is affected for 1 turn per level of the caster. If the creature is still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a *ring of regeneration* resumes its function. Healing magic applied after the spell wears off works normally.

The material component for this spell is a small mummified animal, such as a mouse or a toad.

Notes: Restricted to necromancers; common.

Blackmote, Nystul's

See Nystul's blackmote.

Blacksphere

(Abjuration, Evocation)

Level: 4

Range: 10 yds. + 2 yds./level

Components: V, S, M

Casting Time: 4

Duration: 2d4 rds. + 1 rd./level

Area of Effect: 10-ft. radius globe

Saving Throw: Special

Created by a long-since forgotten wizard (though some in Waterdeep insist it was once known as *Hilather's blacksphere*), the *blacksphere* spell is a core spell to the development of the rare magical *beads of force* and their effects are nearly identical.

When cast, a black *force burst* erupts at the caster's desired focal point, causing 1d4 points of damage, plus 1 point per caster level, to all creatures within a 10-foot radius. Creatures failing a saving throw vs. spell are trapped in a 10-foot radius *sphere of force* for the duration of the spell; victims cannot escape the sphere by any means less than those used to destroy a *wall of force*. A successful saving throw blows the creature out of the encapsulated area, though it still takes damage from the *force burst*.

The material components are a small piece of charcoal and a small piece of onyx.

Notes: Very rare.

Blackstaff, Khelben's

See Khelben's blackstaff.

Blackstaff

(Alteration, Evocation)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 staff

Saving Throw: Special

This is a close copy of the famous spell created by the archmage Khelben "Blackstaff" Arunsun of Waterdeep, supposedly leaked by a disgruntled apprentice. The magic causes any nonmagical staff, club, piece of wood, or pole arm held by the caster to shimmer with a black, crawling radiance. A *blackstaff* weapon has the special properties.

- It cannot harm the caster or any other beings touching the staff during the casting of the spell.
- It strikes as a +4 magical weapon to hit (no damage bonus).



- It inflicts 1d8 points of damage, regardless of the weapon's size and shape.
- It absorbs magic cast upon it, without consequence, and is apparently unaffected by any magic except a *wish* or *antimagic shell*, which can negate it.

In addition, the wielder can choose one of several abilities at the beginning of each round to use as a special attack.

- Touch drains 1 hit point automatically (the target gets a saving throw vs. death magic to avoid losing the point permanently—failure means the hit point is unrecoverable except by use of a *wish*),
- Touch acts as a *dispel magic* spell (at 8th level) on all magical barriers, weapons, or effects; failure means the staff can't succeed against the effect at 8th level; the caster can choose to use his own level, but this dispels the *blackstaff* regardless of the outcome.
- Touch may cause mental damage (random roll), as follows:

Roll	Effect
01-45	Target unaffected
46-65	Target <i>confused</i> (as the 4th-level wizard spell) for 1d4 rounds
66-75	Target <i>stunned</i> (as the 9th-level wizard <i>symbol</i> spell) for 1d3 rounds
76-85	Target affected by <i>fear</i> (as the 4th-level wizard spell) for 1d2 rounds

86-95	Target affected by <i>repulsion</i> (as the 6th-level wizard spell) for 1 round
96-00	Target affected by <i>feeblemind</i> (as the 5th-level wizard spell) for 1 turn

- Touch causes any spellcaster to save vs. paralyzation or either forget one memorized spell or be unable to use one natural spell-like power for two rounds (if a choice exists, determine the spell or ability at random).
- Touch causes a being possessing psionic skills or wild talents to be psionically "scrambled" (unable to use any powers except defenses) for 1d4 rounds.

A *blackstaff* also can be wielded by any creature able to use a polearm that can withstand (or is immune to) its effects. A *blackstaff* prevents spellcasting by any being who is in contact with it during a given round. It can be used, therefore, to ruin enemy spellcasting with a successful attack. (It cannot be thrown easily and resists *telekinesis* and similar movements as it does almost all other magic.) At the spell's expiration, the material component (the staff) is instantly and completely consumed.

Notes: Restricted to those trained by Khelben or certain senior harpers. One apprentice is known to have stolen and spread the spell; also known to be in *Laeral's Libram*.

Blacksteel

(Alteration)
(Shadow)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 1
Duration: Maximum 2 turns/level
Area of Effect: 1 weapon
Saving Throw: None

This spell makes a weapon more suitable for stealth and dark deeds. Although *blacksteel* works on any sort of weapon, it is usually employed on bladed metal weapons. It enables the caster to temporarily alter the properties of any one touched weapon.

The weapon becomes dark, silent, and nonreflective. A *blacksteel* weapon does not make any noises as a result of striking beings or objects, even if it is broken by the severity of its use. Also, any blood shed by it adheres to it, neither spraying from it nor dripping down it, as long as the spell lasts.

The weapon can be magical or have other

enchantments laid on it before the *blacksteel* spell is cast. The spell does not affect the conductivity of the weapon. Though it makes the weapon magical for purposes of attack, it does not confer upon the blade any bonuses to attack or damage.

A *blacksteel* spell ends if the weapon it is cast upon comes into physical contact with any new magic after the spell is established, even if the magic is not aimed at or does not affect the weapon wielder. Typical cases include:

- Touching an enchanted or magical object: striking a magical shield or armor, being parried with a magical weapon (even a normal blade enchanted with *Nystul's magic aura*), triggering a magical trap.
- Striking an inherently magical creature or one protected by a defensive spell: a golem, a djinni, a gargoyle, *stoneskin*, *armor*, *minor globe of invulnerability*.
- Being exposed to a magical effect that would affect the blade: an *identify* spell is cast upon the blade, the blade is exposed to a *dispel magic*, etc.
- The blade is carried while the wielder is affected by a magical spell that may not affect the blade: *charm*, *hold*, *paralyzation*, *protection from evil*, *invisibility*, etc.

The *blacksteel* spell is not ended by:

- Being brought into an area affected by a previously-cast spell: *continual light* or *darkness*, etc.
- The wielder casts a spell or uses a magical device against someone else.
- Magics affecting the caster before the *blacksteel* spell is cast will not end the spell.
- Contact with a magical scabbard of any sort will not end the spell.

There is one special exception: If a *locate object* is cast on a *blacksteel* weapon, or used to seek that weapon, the spells cancel each other; both end and the weapon is not located.

The material components of this spell are a pinch of iron filings and a scrap of cobweb.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Blackthorns

(Evocation)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 6 rds.

Area of Effect: 10-ft. diameter

Saving Throw: None

This spell causes a thick circle of thorny hedge, 10 feet in diameter, to rise up around the caster. The hedge is as high as the caster's chest, is open at the top, and is immovably fixed in place. It can be hacked apart, but does not burn (although magical fire will inflict damage on it) and its position cannot be shifted by physical or magical attacks.

Within the ring of thorns, the caster's Armor Class is improved by 2 against all physical attacks. This Armor Class bonus applies even if the ring has been breached and attacks come through the opening. The caster can pass repeatedly and freely through the hedge as if it does not exist, taking no damage.

The unnaturally thick hedge prevents man-sized or smaller creatures from pushing their way through. Larger creatures pushing through the hedge move at half speed. All creatures trying to force their way through the hedge take 1d8 points of damage per round. Charging into the hedge or contacting it forcefully inflicts double damage.

The hedge can be chopped through safely with edged weapons. The hedge can be hit automatically; 20 points damage will create a one-man-wide breach to the center, while 40 points will create a one-man-wide breach all the way through the thorns.

No means is known to make this spell last longer. The various spells that extend the duration and effects of most existing magic fail to work on a blackthorn hedge.

The material components of this spell are three thorns or whittled wooden or bone spikes of thorn shape.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Blade in the Soul (Enchantment/Charm)

Level: 9

Range: 60 yds.

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: 1 individual

Saving Throw: Special

This spell enables the caster to compel a being to do something specific or be harmed. The target must be a specific individual known by sight or name to the caster, but need not be visible to the caster at the time of casting.

The caster holds aloft a bladed metal weapon

of any sort (a dagger is most often used, as the weapon is consumed by the magic) and says the incantation. The target feels a chill in its vitals (in humans, typically in the heart) and hears the caster's voice in its mind, whispering the deed that must be done. The deed can be as intricate, involved, and specific as the caster desires, including having multiple steps. For example, the course of action might be: "Go immediately to the north tower and release the third pigeon from the left from its cage, and then put your *wand of shooting stars* in its beak and let it fly away without harming it in any way or placing any spell upon it. Do not try to trace where it goes by any means. After the bird has flown, go to your throne room, announce to whomever is there that you are renouncing the throne, break your crown with your mace, and put the pieces on the seat of the throne. Then spit in the court wizard's face, take off your robes, walk out of the castle, and dive into the moat, singing the following song . . ."

The subject being is given an immediate choice: Follow the caster's commandment or die. In the case of NPCs and monsters, the DM must decide which course is followed given alignment, temperament, and situation.

If the target being accepts the task and becomes a "bladed one," the spell empowers the caster to observe the target from afar whenever desired until the deed is done. A round of mental concentration is necessary to establish contact. The caster can then see and hear all the target creature can for as long as the caster concentrates on doing so. When the deed is done, the spell ends, and the caster has no further control over the actions of the bladed one.

At any one time before the deed is completely fulfilled, the caster can by silent act of will *teleport without error* into the presence of the bladed one without casting that spell. (This transportation is fueled by the original spell.)

If the target being refuses the task and fights the spell, an immediate saving throw vs. spell must be made. If it succeeds, the target suffers 1d2 points of damage per level of the caster and must make a system shock roll. Failing the saving throw results in instantaneous death.

If the target creature dies from the damage, system shock, or as a result of trying to carry out the task, the target rises as a zombie after a day has passed (even if blasted to dust), and begins to travel toward the caster. Although this lumbering undead creature may frighten beings who see it, its foremost purpose is to get to the caster. It avoids combat wherever possible.

When it reaches the caster, it touches the caster. After contact is made, it becomes an absolutely loyal zombie under the caster's control. If the zombie is destroyed before or after reaching the caster, it remains destroyed and does not rise again. The person on whom the spell was cast can then be *resurrected* or *raised* normally.

Certain of the sisters (notably Laeral, who once had this spell used on her) refuse to use this spell, but the Simbul is almost never to be encountered without it.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Blade of Disaster, Black

See black blade of disaster.

Blade of Doom

(Evocation)

Level: 6

Range: 20 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 year maximum

Area of Effect: 1 creature

Saving Throw: None/Neg.

Blade of doom, recorded elsewhere as *Shaeroon's scimitar*, is a specialized type of curse. When cast, a large blade of magical force appears above the target creature. This blade is visible only to the caster, those who can see invisible items, and those who cast a *detect magic* spell on the creature. The blade is poised to drop on the creature's head when a particular action (specified by the caster) occurs, such as the speaking of a particular word, beginning to cast a spell, or drawing a weapon.

If the condition is met, the blade immediately drops upon the creature (and the creature only) inflicting 1 point of damage per level of the caster. A successful saving throw vs. spell negates this damage.

The caster of the spell can dispel it at will, as can such magic as a *limited wish* or *wish*. A simple *dispel magic* has no effect on the *blade of doom*. Only one *blade of doom* can be cast on a particular individual at a time.

Blade of doom is a very long-lasting spell. Unless dispelled by the caster it can last up to a year before its energies run out. It is usually used as a method of vouchsafing an individual's good conduct in negotiations and occasionally as a form of punishment to those who offend a wizard.

or are seeking his favors.

The material component of this spell is a small scimitar carved of rock crystal (value 300 gp), diamond, or clear sapphire (value 3,000 gp).

Notes: Rare or very rare. Known to be in *The Book of Bats and Tidings of Conflict and Woe*.

Bladeleap

(Alteration)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd.

Area of Effect: 1 bladed weapon

Saving Throw: None

This spell allows the caster to make any bladed weapon fly from his hand to strike at a chosen being. The weapon need not be one in which the caster is proficient, and it strikes only once, with a magical bonus of +4 on both attack and damage rolls.

The weapon is not consumed in the casting, but does not return to the caster. It falls to the ground after a single attack. If the caster tries to send it beyond 10 feet per experience level, the weapon falls to the ground at that distance and the spell is wasted.

The material components of this spell are a hair from the caster or a thread from the caster's garments.

Notes: Uncommon in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Bladestorm, Lysander's

See Lysander's bladestorm.

Bladethirst

(Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 rd.

Area of Effect: 1 bladed weapon

Saving Throw: None

For the round following the casting of this spell, any single-edged, slashing weapon is granted a +3 bonus to hit (but not to damage). The blade ignites with a fiery blue-white glow visible to all, which fades once the weapon has struck an opponent or at the end of the next round, whichever comes first. This bonus is in

addition to any Strength bonus or inherent magical bonus of the item. A sword +1 provided with this spell will strike with a +4 bonus the next round, then return to being a +1 blade.

The material component of *bladethirst* is a drop of blood and a pinch of powdered silver. Only one *bladethirst* spell can be placed on an item at one time. This spell cannot be made permanent.

Notes: Uncommon. Known to be in *Sabirine's Specular*.

Blandness

(Alteration)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 pint or pound of material

Saving Throw: None

This spell can be cast only on nonliving material. Its effect is to render the material completely tasteless and odorless. Color, texture, and so on are not affected. Thus, a poisonous substance could be inserted in food, and could be detected only by suspicious color, texture, or consistency, or by the use of a spell such as *detect poison*. The spell itself, when used on foodstuffs, is detectable only by means of a *detect magic*.

The material component of this spell is a dram of distilled water.

Notes: Very rare. Known to be in the *Cycloedia Phantastica, Vol. III.* (Updated from *DRAGON Magazine*.)

Blast Jewel — Dragon

(Alteration, Evocation)

Level: 3

Range: Touch

Components: V, M

Casting Time: 1 rd.

Duration: Until triggered

Area of Effect: Special

Saving Throw: Special

By means of this spell, a dragon traces an invisible glyph on a prized gemstone worth at least 500 gp. The gemstone must be an individual, loose stone; it cannot be set into a piece of jewelry or embedded into a weapon. The symbol can be seen only by the dragon who traced it, though a *detect magic* will find a faint aura, while *detect invisibility*, *true seeing*, or similar magics

reveal the glyph. A successful *dispel magic* negates the glyph before its effects can be activated without harming the jewel itself. Otherwise, the spell remains dormant until the dragon decides to activate it.

At the mental command of the dragon, the gemstone explodes with great force, showering a 20-foot radius area with a hail of shrapnel. The dragon can trigger the explosion from any distance, even if thousands of miles separate the dragon and the gem. If the jewel and the dragon are separated by a planar boundary or the dragon is slain, then the spell is immediately negated.

All creatures within the area suffer $5d4$ points of damage, half that if a saving throw vs. breath weapon succeeds. Any creature holding or carrying the jewel when the explosion occurs receives no saving throw.

If, however, the gem was carried in a chest, metal box, or a similar rigid and sturdy container, then the explosion is contained and no damage is inflicted on any creature, though objects inside the container (and the container itself) must save vs. crushing blow or be destroyed. The explosion of magical force is sufficient to shred pouches, sacks, backpacks, saddlebags, and so forth, even if such items are made of leather or other durable fabric. Items such as *portable holes* and *bags of holding* receive a saving throw vs. disintegration to survive; if they do not, then any surviving contents are lost in an extradimensional plane.

Dragons use this spell as the proverbial "last laugh" against thieves. When the dragon notices that one of its blast jewels is missing, it simply activates the magic, thus destroying the gem and sending a message to the creature that had the audacity to take it.

The material component is the jewel itself, which is completely destroyed in the explosion; nothing but dust remains.

Notes: Restricted to dragons; rare.



part of a simple undead skeleton or partial zombie, or inanimate skeletal remains, which can be any number of small, disconnected pieces. The bones of creatures with more than 4 Hit Dice or levels are immune to this spell.

The spell can be cast to take effect immediately, or set to be triggered at any later time, at conditions governed by a verbal summary identical to that used in a *magic mouth* spell.

If acting immediately, the spell causes a skeleton, pile of bones, or the like to explode in a blast that affects a 10-foot radius spherical blast area. Those in the area are allowed a saving throw vs. spells for half damage; if it fails, they take $2d4$ points of damage from bone shards. If the skeleton is undead, it is destroyed in the explosion.

Undead normally receive a saving throw against a *blastbones* spell; if the save is successful, the spell creates only a small explosive *puff*, inflicting $1d4+1$ points of damage. If a delayed *blastbones* spell is cast on remains before they are animated as undead, no saving throws by the undead are allowed; the animation does not impair the future operation of the spell.

If set as a trap, the *blastbones* damage can be augmented by other material placed to serve as shrapnel. One common use for this spell involves a partial zombie, set as a guardian. When it is attacked for a total of 6 points or more of dam-

Blastbones (Necromancy)

Level: 2

Range: 40 yds.

Components: V, S, M

Casting Time: 2

Duration: Until triggered

Area of Effect: Bones, 1 cu. ft. to 3 cu. ft.

Saving Throw: Special

This spell allows the caster to shatter exposed bones in a violent explosion. The bones can be

age, it explodes in shards of rotting flesh, bones, and nails (placed inside it before animation). Any creature within 15 feet is hit by 1d12 nails; each nail does 1 hit point damage, and those within 10 feet take 2d4 points of damage from the bone shards as well. Those from 16 to 20 feet distant must make two successful saving throws vs. paralyzation to escape damage; if one check succeeds, only 1d3 nails strike; if both checks fail, 1d6 nails strike.

The material components for this spell are a drop of water, a fleck of dust, a pinch of ash, and the bones to be affected.

Notes: Uncommon for necromancers; otherwise very rare. (Updated from *DRAGON Magazine*.)

Blastcloak — Phaerimm

(Abjuration)

Level: 5

Range: Touch

Components: V

Casting Time: 5

Duration: 1 turn + 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell is a more powerful version of the *backblast* spell; it hurls back spells involving flames or fiery explosions cast at the protected creature (and these only; not heat alone, nor lightning-like electrical energy discharges). Fire-based magic (including magical item effects and even the most powerful spells, such as *meteor swarm*) are cast automatically back at the source, or the protected being can specifically direct them elsewhere.

A *blastcloak* protects a single creature—usually the caster, but may be another touched during spellcasting. Once casting is complete, the protection cannot be transferred.

Once cast, this spell forms an invisible aura around the protected being, operating without any concentration and without disturbing subsequent spellcasting by the protected being.

When a spell attack involving fire strikes the protected being, the *blastcloak* functions automatically. It prevents the disruption of spellcasting or other activity and protects all flammable items on the being from harm; they need not make saving throws. A *blastcloak* is effective against multiple fiery attacks during the same round. A *blastcloak* will send back a spell (a *delayed blast fireball*, for instance) over vast distances to a source that has left the scene—but cannot follow a source onto another plane. In

such cases, the attacking magic is merely negated.

The spell continues until it expires, is successfully *dispelled*, or the creature dies or goes to another plane.

A protected creature not preoccupied with spellcasting or other complex activity during a round can redirect a fiery attack to any spot the creature can see (for example, against other foes). The DM judges whether an attack roll is required to hit the new target; the effects and damage of the attack are unaltered.

Incoming fiery attacks cause the wearer of a *blastcloak* to feel a tingling, surging sensation; they can redirect this at a target they are looking at without ever seeing the source of the attack, or precisely what spell or item caused it.

Notes: Restricted to Phaerimm; common.

Blazing Beam, Nystul's

See Nystul's blazing beam.

Blending

(Alteration, Illusion/Phantasm)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 5 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell confers abilities much like a *robe of blending*. It works only on creatures of man-size or smaller. It enables the creature to appear to be part of whatever background, scenery, or terrain it happens to be standing in. It may appear to be part of a rock wall, a plant, a piece of furniture, or even a creature of another sort such as an orc among a crowd of orcs—whatever is appropriate. The proper coloration, form, and even odor are produced by the spell, although blending will not change the creature to be more than twice its normal height or less than half. It does not provide language or sound-mimicking capabilities. An individual in a situation where several different forms might be appropriate must state which form is desired. The creature can change its appearance at will while the spell is in effect; each change requires half a round of concentration. All those acquainted with and friendly to the creature see it normally.

In most situations, the creature need not fear detection unless attacking or taking some other highly visible or inappropriate action. However, when within 30 feet of those of exceptional Intelli-

gence or many Hit Dice, the latter have a chance to spot something unusual about the blended creature. The check is made initially and for each turn thereafter that the blended creature remains within 30 feet. This assumes that the nonblended creatures are reasonably alert or that the blended creature has done something slightly out of the ordinary.

A creature with exceptional Intelligence has a 1% chance per point of Intelligence to notice something unusual. A creature with 10 or more Hit Dice or levels has a 1% chance per Hit Die or level. The chances are cumulative: a 12th-level wizard with an 18 Intelligence has a 30% chance to notice something unusual.

The material component is a piece of dried chameleon skin.

Notes: Very rare. (Updated from *POLYHEDRON* Newszine.)

Blessing of the Gypsies

Reversed form, see curse of the gypsies.

Blindness

(Illusion/Phantasm)

Level: 2

Range: 30 yds. + 10 yds./level

Components: V

Casting Time: 2

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

The *blindness* spell causes the victim to become blind, able to see only a grayness before its eyes. Various *cure* spells will not remove this effect, and only a *dispel magic* or the spellcaster can do away with the blindness if the creature fails its initial saving throw vs. spell. A blinded creature suffers a -4 penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

Notes: Common spell (*PHB*).

Blink

(Alteration)

Level: 3

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

By means of this spell, the wizard causes his material form to "blink" directly from one point

to another at a random time and in a random direction. This means that melee attacks against the wizard automatically miss if initiative indicates they fall after he has blinked. Spellcasting is not possible while blinking.

Each round the spell is in effect, the wizard rolls 2d8 to determine the timing of the blink—the result of the dice roll is used as the wizard's initiative for that round. The wizard disappears and instantaneously reappears 10 feet distant from his previous position. (Direction is determined by a roll of 1d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) The caster cannot blink into a solid object; if such is indicated, reroll the direction. Movable objects of size and mass comparable to the caster are shoved aside when the caster blinks in. If blinking is impossible except into a fixed, solid object, the caster is then trapped on the Ethereal Plane.

During each round that he blinks, the spellcaster can be attacked only by opponents who win initiative or by those who are able to strike both locations at once (for example, with a breath weapon, fireball, or similar wide-area attack forms). Opponents with multiple attacks, or those operating under *haste* or similar effects, can often strike early enough to have at least one attack against the caster.

If the spellcaster holds off his attack (if any) until after the blink, the 2d8 delay until the blink is added to his normal 1d10 initiative roll (thus, he probably attacks last in the round). The spellcaster can also try to get his attack in before he blinks (he must announce his intent before rolling the 2d8 for blink timing and the 1d10 for initiative). In this case, the caster compares the two dice rolls, hoping that his initiative roll is lower than his blink roll (the two rolls are *not* added if he is trying to attack before he blinks). If so, he attacks according to his initiative roll, then blinks according to the blink roll. If his blink roll is lower than his initiative roll, however, he blinks first and then attacks in whatever direction he's facing (he must go through with his attack, even if he is facing in the wrong direction to affect anyone).

Notes: Common spell (*PHB*).

Block Advancement

(Abjuration, Charm)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 wizard

Saving Throw: Neg.

When a *block advancement* spell is successfully cast upon a wizard, it instantly strips him of the ability to advance in levels of spellcasting ability until the wizard successfully survives the ordeal induced by a *conquer self* spell. The spell affects only a single wizard of no less than 5th level, and no greater than 15th level, of an alignment identical to the caster. The *block advancement* spell cannot be removed otherwise except by the use of a *wish*.

The recipient is allowed a saving throw vs. spell (which can be forfeited by a willing subject). Because the spell was designed to stop the advancement of any wizard deemed unworthy of power until such time as he has proved himself worthy, the original researcher of the spell (most likely a member of the Black Circle) assumed that the recipient would be willing to receive the spell (the alternative was death). If the spell is applied to an unwilling subject who makes a successful saving throw, the subject suffers damage equal to 1d12 hit points, plus 1 per level of the caster, but is otherwise unaffected.

Once the block comes into effect, the recipient cannot learn any new spells (though new spells can be recorded in a spellbook) nor can the recipient cast any spells of a level above the highest level available before being blocked. More spells of the levels currently castable can be gained. Thus, a blocked 5th-level wizard couldn't cast fourth-level spells until the block was removed, but could gain additional third-level spells.

A *block advancement* spell does not prevent a wizard from gaining experience points while it remains in effect, nor does it prohibit the wizard from gaining new weapon and nonweapon proficiencies and additional hit points when enough experience is gained to advance in level. The only effect of the spell is to limit the wizard to his current level of spellcasting ability. Once the block is removed, the recipient immediately gains the normal spellcasting abilities appropriate to his level.

The casting requires a small jade statue of the affected wizard, upon which a *feeblemind* spell has been cast prior to the casting of the *block*

advancement spell. The statue can be used only once, as it shatters when the block is removed. Prematurely shattering the statue shatters the spell and forces the recipient to make an immediate system shock check or die. Further, the block becomes irrevocable until a new statue is fashioned, after which either a *wish* or *conquer self* ordeal becomes possible.

Notes: Common for wizards of the Black Circle; otherwise very rare. Known to be in the *Book of Black Circles*. (Updated from *DRAGON Magazine*.)

**Blood Drain**

(Necromancy)



Level: 9

Range: Touch

Components: V, S

Casting Time: 4

Duration: Special

Area of Effect: Creature touched

Saving Throw: Special

This devastating spell allows a wizard to drain bloodline points from a victim and transfer them to his own bloodline. The victim of this spell forfeits 2d8 points of bloodline strength, and these points are permanently transferred to the caster. A wizard can cast this spell on a victim more than once, but cannot reduce a victim to less than 1

bloodline point.

In addition the caster has a chance to drain a blood ability from his victim. For every point of bloodline strength drained, there is a 1% cumulative chance that the caster drains a blood ability. If this change occurs, the DM chooses a blood ability to be lost, beginning with the lowest-level blood abilities. For example, if an individual with two minor and one major blood abilities becomes the victim of this spell, one random minor ability will be lost.

If the caster is eligible for the blood ability (that is, it is not restricted by his derivation and he does not already possess it), he gains the ability. Otherwise, the blood ability is lost.

The target is allowed a saving throw, which receives a 1-point bonus for each blood ability he possesses and is modified according to bloodline strength (tainted, -2; minor, -0; major, +2; great, +4). Thus, an individual with a great bloodline and two major blood abilities adds a bonus of +6 (4+1+1) to his saving throw.

If the victim succeeds in his saving throw, he suffers no effect of the spell. If he succeeds by more than 10 points, the spell backfires, forcing the caster to make a saving throw with the same modifiers. If the caster fails, he permanently loses 1d8 points of bloodline strength (his victim does not gain these points). The caster loses a blood ability only if he now has too many blood abilities for his reduced bloodline strength (see Chapter 12 in the *BIRTHRIGHT Rulebook*).

In all cases, lost bloodline strength points and abilities can be restored through normal means: gaining points through Realm Point expenditures, slaying bled individuals with a tighmaevril weapon or directly through the heart, or earning bloodline points to roll on Table 12.

Note: A victim may voluntarily submit to this spell by forgoing the saving throw. In this case the spell succeeds automatically.

The reverse of this spell, *blood restoration*, allows the caster to return bloodline points stolen through *blood drain* to their original owner. The spell must be cast within one week of absorbing the stolen bloodline points. The caster cannot "carry" bloodline points from more than one individual during this time (if the wizard casts this spell on more than one individual within one week's time, the bloodline points are irreversibly mingled with the caster's). The wizard can cast *blood restoration* on the same individual more than once. If *blood restoration* is not cast within the allotted time, the caster permanently retains the bloodline points.

Before the original owner can get his points

back, he must first pass a system shock roll. When bloodline points are returned to their original owner, the individual does not gain new blood abilities. If the individual lost a blood ability initially, he can roll a saving throw with the modifiers described above. If he *fails* the saving throw, he gains one random blood ability of the same level that he lost (reroll for abilities inaccessible to the individual). If he passes the saving throw, he does not regain a blood ability.

Notes: Common in Cerilia (the *BIRTHRIGHT* setting) virtually unknown elsewhere.

Blood Lightning (Alteration, Evocation, Necromancy)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Until triggered

Area of Effect: Creature touched

Saving Throw: Special

This spell can be cast on the caster or on any creature touched. The *blood lightning* spell doesn't take effect until the creature next bleeds, and is virtually undetectable until activated. The only way to prevent the blood lightning from taking effect once cast is by the casting of a *remove curse* on the recipient.

Within a turn after the creature first bleeds, it can by silent act of will lash out, releasing the blood lightning. If it does not, the magic heals the creature of 1d4+1 points of damage and dissipates. (If the creature is a spellcaster, releasing the blood lightning does not count as casting a memorized spell; it can be released in addition to normal casting in the round.)

The spell manifests as a web of leaping and crackling blood-red lightning, raging out from any wounds the creature has, to cause all beings within 40 feet 6d6 points of damage, save vs. spell for half damage. A being unleashing blood lightning is never harmed by it and, furthermore, can prevent a being within range of the lightning from taking damage if able to directly touch the being as the lightning is released.

If not activated, the magic dissipates after 24 hours. Multiple castings of this spell on an individual are not cumulative.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon.

Blood Restoration Reversed form, see blood drain.

Bloodbridge

(Necromancy)

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 2 rds.
 Duration: Instantaneous
 Area of Effect: Creature touched
 Saving Throw: None

Casting this spell allows the movement of blood from a donor, through the caster, into a recipient. The transfused blood heals some of the recipient's wounds, at the expense of the donor. For each hit point restored to the recipient, the donor loses a point.

The amount of damage that can be healed is limited to 2 hit points, plus 1 hit point per level of the caster. This is the daily maximum per recipient. Although multiple donors can be used (each requiring a separate casting), the sum total of healing cannot exceed the maximum. In addition, this spell can heal only damage caused by blood loss, such as: weapon-inflicted wounds, claw and bite attacks, blood drain, and so on (not electrical shock, pummeling, poison, suffocation, pure magical energy, and the like).

The donor can be anyone of the same species as the recipient (a half-elf counts as both human and elf). The caster can serve as the donor if desired. Regardless of who the donor is, the transfusion process is extremely taxing for the caster, who temporarily loses 1 point of Strength per 5 points of blood transferred, and 1 point of Constitution each time the spell is cast. These return at the rate of 1 per four hours of complete rest or eight hours of light activity (no spellcasting).

Extracting blood from an unwilling donor is an evil act, and an unwilling donor must be immobilized for the entire round required to cast the spell; it cannot be cast on an unwilling donor in melee, for example.

The material components of this spell are two golden needles (1 gp value each), which are destroyed in the casting.

Notes: Rare for necromancers and (optional) Healer mages; otherwise very rare. (Updated from *DRAGON Magazine*.)

Bloodglass

(Divination, Necromancy)

Level: 2
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 2
 Duration: 2 rds. + 1 rd./level
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell allows a wizard to roughly gauge the vital force remaining in any one living creature (including himself) within the spell's range. The chosen creature, even if it is weakened, spell-bound, or otherwise unaware that a spell is being cast on it, receives a saving throw vs. spell at a -3 penalty.

If successfully cast, the intangible image of an hourglass appears, floating in the air near the caster's head. It seems to contain blood that drips from the upper compartment (the "healthy being") into the lower compartment ("blood spilled"). The dripping liquid is luminous—about equal to *faerie fire*—and can be seen clearly up to 50 feet away, even in darkness. The hourglass image is visible to all creatures, can be moved about as the caster desires, and need not be concentrated on to remain in existence (that is, the caster can perform other spellcasting without causing the image to disappear). The image does not automatically accompany the caster; it moves only in accordance with the caster's conscious will. If the image and caster are ever farther apart than the spell range, the image disappears, ending the spell.

This spell does not measure the precise hit points remaining to a creature, but rather the proportion of total vitality remaining (for example, if the creature has only one-quarter of its hit points remaining, the upper part of the hourglass image is a quarter full). Damage taken by the creature shows up in the glass as trickling or streaming blood; individual hit points can't be counted.

The material component is a small hourglass; this is thrown into the air as the incantation is murmured, and is consumed (amid twinkling motes of light) as the incantation is completed.

Notes: Uncommon for diviners; otherwise very rare. (Updated from *DRAGON Magazine*.)

Bloodline Corruption (Alteration)

Level: 9
Range: 50 ft.
Components: V, S, M
Duration: Instantaneous
Casting Time: 60 hrs.
Area of Effect: 2 creatures
Saving Throw: None

This spell changes the bloodline of a creature from its original source to that of Azrai, forcing the subject to become an awnshegh. *Bloodline corruption* forms a link between the caster (or another "donor" creature) and the recipient. For every three points of bloodline strength in the recipient, the spell drains one point of bloodline strength from the caster (or donor). The recipient maintains his current bloodline strength and abilities, but his blood becomes the blood of Azrai and he gains the curse of *bloodform* and 1d4 abilities available to Azrai bloodlines.

Notes: The Manticore is the only known recipient of this spell, and the Magian is the only wizard with knowledge of this spell in Cerilia. The Magian has created four scrolls with this spell to be "stolen" and scattered about Cerilia to foment future chaos.



Bloodstars (Alteration) (Force)

Level: 7
Range: 0
Components: V, S, M
Casting Time: 7
Duration: 1 rd./levels
Area of Effect: 90-ft. radius
Saving Throw: None

This spell creates seven star-shaped, spiked fields of whirling, sparkling force from seven drops of the caster's blood. These bloodstars move about in response to the caster's will (MV Fl 21, MC: A). All seven can attack separate targets, although they dissipate if they move more than 90 feet away from the caster. The caster is limited to half movement and no other actions while directing the bloodstars.

A bloodstar strikes any target at THAC0 6 (adjust for defensive Dexterity and any "pluses" of magical protection the target creature has). The razor-sharp points of force of the bloodstar slash through normal armor and nonmagical barriers to inflict 1d4 points of damage. Due to the energy aura exuded by a striking bloodstar, only one of them can strike the same creature in one round.

Once a particular bloodstar has drawn blood, the caster can make it explode on any subsequent round, inflicting 2d6 points of damage upon all creatures within 10 feet; save vs spell for half damage. At the conclusion of the spell, all unexploded bloodstars wink out of existence.

The material components are the seven drops of the caster's blood that transform into the bloodstars.

Notes: Very rare. (Updated from *DRAGON* Magazine.)

Bloodstone's Frightful Joining (Necromancy)

Level: 7
Range: Touch
Components: V, S
Casting Time: 7
Duration: 1 turn/level
Area of Effect: Undead creature touched
Saving Throw: Special

When this powerful spell is employed, the wizard transfers his lifeforce to the body of an undead creature, totally dominating it. This spell can be very useful when combined with the 4th-level *mask of death* spell.

An intelligent undead creature is allowed a saving throw vs. spell to resist the joining. If successful, the caster's lifeforce is forced back into his own body and the wizard must make a system shock roll. If the system shock roll fails, the wizard suffers 5d6 points of damage; if successful, the wizard suffers half this.

If the undead creature fails the saving throw, the wizard takes over the undead creature. While in the creature's body, the caster can use all of its special attacks and innate abilities, excluding any of its memorized spells. The wizard's lifeforce can travel an unlimited distance from his physical body as long as they remain on the same plane of existence. The wizard's body meanwhile remains comatose, is subject to all regular attacks, suffering any damage normally.

An intelligent undead continually tries to purge the caster with mental threats that can be heard only by the wizard. The thoughts of the undead are ghastly. During the first round of each hour of control, the caster must succeed an Intelligence check in order to remain sane. The roll is modified by the difference between the undead creature's Intelligence and that of the wizard. If the undead has a higher score, the difference is added to the roll. If the wizard's Intelligence is higher, the difference is subtracted from the roll.

If the roll is successful, nothing happens. If the Intelligence roll fails, the wizard's intellect degenerates, making him a raving, homicidal maniac. His lifeforce is immediately forced to return to his body, and he must make a system shock roll or take 5d6 damage (half if successful). The caster remains dangerously insane until a *heal* or *wish* spell is used to restore his intellect.

When the duration expires, the wizard's lifeforce immediately returns to his body. If the undead creature is destroyed with the caster linked, the caster is immediately forced back into his body and must make a system shock roll for 5d6 damage (or half).

A reverse form of the spell was later developed, called *Strahd's frightful joining*. This spell has its own listing.

Notes: Uncommon or rare (*ToM*).

Bloodstone's Spectral Steed (Necromancy)

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: Creates 1 steed

Saving Throw: None

This spell allows a wizard to create a quasi-real, vulturelike creature. The flying steed can carry the caster and one other person per three levels of the wizard's experience (four at 12th level, five at 15th, etc.). All passengers must be named specifically during the casting.

The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The spectral steed flies at a movement rate of 48 (MC D). It appears with a bit and bridle, plus one saddle per passenger.

All normal animals shun the spectral steed and only monsters will attack it. The mount has AC 2 and 10 hit points, plus 2 hit points per level of the caster. If it loses all of its hit points, the *spectral steed* disappears. It has no attack mode.

The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.

Notes: Uncommon or rare (*ToM*).

Bloom

(Conjuration)

Level: 1

Range: 10 yds.

Components: V, S

Casting Time: 1

Duration: 6 turns

Area of Effect: 1 sq. ft./level

Saving Throw: None

The casting of this spell causes a bundle of feather-light, brilliant flowers of the caster's choice to appear before him. The flowers are extremely lightweight and will catch any breeze and drift like dandelion seeds. They last only an hour, then dissolve without trace. Wizards commonly choose a particular type of flower as a signature and call upon them to appear with this spell.

Non-elves tend to view this spell as a useless conjuration typical of the elves. The Daleland elves, however, use it in courting, decoration, and celebration. In one case, a sage escaped a dragon by tossing a large bundle of carnations into the beast's face, and fled while the beast (fortunately allergic) was sneezing.

Notes: Common to Daleland elves of the FORGOTTEN REALMS setting; uncommon for conjurers; otherwise rare.

Blossom – Pluma**(Alteration)**

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 day

Duration: Instantaneous

Area of Effect: One 100 yd. square/level

Saving Throw: None



This spell requires a full day of concentration on the part of the caster, and must be performed in the center of the area to be affected. The area immediately becomes more verdant and fertile than it was before—if it was dry, the soil grows moist; if it was fetid swampland, the water drains away to reveal fresh loam.

The improvement is a matter of degree—a truly terrible drought cannot be overridden by this spell alone, though it might in combination with *water summoning*. The effects last until the end of the current growing season.

The material components of the spell are an ear of grain and a skin of water (about a gallon).

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Blur**(Illusion/Phantasm)**

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 3 rds. + 1 rd./level

Area of Effect: The caster

Saving Throw: None

When a *blur* spell is cast, the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee attacks against the caster to be made with -4 penalties on the first attempt and -2 penalties on all successive attacks. It also grants the wizard a +1 bonus to his saving throw for any direct magical attack. A *detect invisibility* spell will not counter this effect, but the 5th-level priest spell *true seeing* and similar magic will.

Notes: Common spell (PHB).

Body Link**(Necromancy)**

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: The caster

Saving Throw: None

Using this spell, a wizard can prevent death by decapitation or dismemberment. The spell links the parts of the caster's body, so that separation from the main body will not impair them in any way. For instance, a wizard's head could be cut off yet still talk, or even eat, as if it were still attached to the caster's body; if an arm is cut off, the caster still has muscular control and can even wield weapons. If the head is cut off, the body falls limp unless the caster rolls a successful Intelligence check.

The base duration of the spell is one turn per caster level, during which time the spell passively waits to take effect. Once the head or any limb is cut off, the spell continues for one round per caster level. During this time, if the limb or head is placed back on the trunk, it immediately reattaches.

This prevents harm only from decapitation or dismemberment; other damage applies normally. Thus, while the spell is proof against beheading or a *vorpal sword*, the caster can still be killed by an accurate sword thrust. Also, since the body sometimes falls limp when the caster loses his head, it is a good idea to have a friend nearby to reattach the head before the duration ends.

The material components of the *body link* spell are a pearl worth at least 500 gp, which is destroyed during casting, and a small amount of tree sap, which must be consumed by the caster.

Notes: Common in arabian settings; otherwise very rare.

Body Outside Body**(Conjuration)**

Level: 7

Range: 1

Components: V, S, M

Casting Time: 1

Duration: 1 rd./2 levels

Area of Effect: 1 duplicate/5 levels

Saving Throw: None

This spell allows the wu jen to create one or more duplicates of himself. These duplicates have the normal ability scores and personality of the

wu jen. They carry all the normal equipment of the wu jen, but have none of his magical items. Neither do they possess any of the spell abilities of the wu jen. Their hit points are one-fourth those of the caster. When created, they are obedient to the caster and cooperative with each other, essentially having the same mind.

The duplicates can do anything of which the wu jen is normally capable, except cast spells. They suffer damage as do normal individuals except that if slain they instantly disappear. Each time a duplicate is slain, the caster suffers 10 points of damage. At the end of the spell duration, all duplicates disappear without causing damage to the wu jen, of course. The duplicates are indistinguishable from the caster, even to a *true seeing* spell.

The material component for this spell is a few hairs from the wu jen's head or beard.

Notes: Common in oriental settings; very rare elsewhere.

Body Sympathy

See death link.

Boiling Oil Bath, Otiluke's

See Otiluke's boiling oil bath.

Bolt, Galkyn's

See Galkyn's bolt.



Bombard — Old Empire

(Evocation)

Level: 8

Range: 10 yds./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd./4 levels (round down)

Area of Effect: 1 creature

Saving Throw: 1/2

When this spell is cast upon a single creature within spell range, giant stones appear and bombard the target, inflicting 10d6 points of damage. A successful saving throw vs. spell reduces the damage by half. Each successive round, a new bombardment strikes the target, causing 10d6 points of damage.

This spell lasts one round for every four levels of the caster, rounded down (thus a bombardment from a 16th- through 19th-level wizard lasts four rounds, a bombardment from a 20th- through 23rd-level wizard lasts five rounds, etc.). Each bombardment after the first round strikes before any other actions take place in the round.

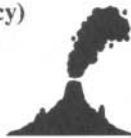
A creature with magic resistance checks each round—a successful resistance roll ends the spell. This check is made before taking bombardment damage for the round. The spell ends if the target moves out of range. A successful *dispel magic* spell cast on the target negates the spell.

The material component for this spell is a piece of meteoric iron.

Notes: Rare spell. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Bone Blade

(Alteration, Evocation, Necromancy)



Level: 8

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Creates 1 blade

Saving Throw: None

This spell creates a temporary but very effective weapon. The blade created can be wielded by any being normally able to wield edged weapons. It is identical in size, weight, and damage to the bladed weapon that serves as a material component of the spell. The bone blade has several special properties.

- It is unbreakable until it crumbles into dust at the spell's expiration.
- It is a magical weapon for attack purposes.
- An undead creature struck by a particular bone

blade for the first time must successfully save vs. death magic or be blasted instantly out of existence; if a creature of 8 Hit Dice or more is destroyed in this manner, the bone blade is instantly destroyed also.

- The blade inflicts double damage against undead.
- The blade deals damage against undead as a *sword of wounding*. (The undead creature suffers one additional point of damage per round per wound; a round spent treating a wound negates this special effect for that wound; magical curing is ineffective against such wounds.)

The material components for the bone blade spell are a normal bladed weapon and a bone from any source; both are consumed in the casting.

Notes: Uncommon in savage settings or among wizards allied with Beast Cults; otherwise very rare. Known to be in *The Book of Shangalar the Black*.

Bone Blight

Reversed form, see bone growth.

Bone Club

(Enchantment, Necromancy)

Level: 3

Range: 0

Components: V, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 bone

Saving Throw: None



A wizard can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a *club +1* inflicting 2-7 (1d6+1) points of damage. The club can be wielded without penalty by any individual with a club weapon proficiency.

The material component for this spell is a pinch of dirt from a grave. The bone could be from any animal, providing the bone normally could be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the club reverts to a normal bone.

Notes: Uncommon in savage settings or among wizards allied with Beast Cults; otherwise very rare.

Bone Dance

(Necromancy)

Level: 3

Range: 10 yds./level

Components: S, M

Casting Time: 3 rds.

Duration: 3 turns/level

Area of Effect: Special

Saving Throw: None

This spell temporarily animates the physical remains of a human, demihuman, or humanoid. The *bone dance* spell forges a mystical link with the newly made undead creature, enabling the caster to mentally control its movements, just as a puppeteer manipulates the actions of a wooden puppet.

The skeleton or zombie animated by this spell is incapable of carrying out any independent actions—the wizard must mentally command the undead puppet to walk forward, pick up a sword, strike an opponent with it, and so on. A caster concentrating on the *bone dance* spell cannot speak, cast other spells, or actively engage in melee. The spell occupies the greater part of the caster's attention.

The skeleton or zombie animated by this spell is exactly as the monster described in the *MONSTROUS MANUAL* Tome. It can be affected by spells that affect undead, and can perform simple actions: grasping, lifting, and carrying; opening and closing unlocked doors, windows, or chests; crude mixing and stirring; and so on. If directed into combat, it fights as a regular skeleton or zombie.

When combined with the *spectral voice* spell, *bone dance* can make for an effective decoy, a menacing bluff, or at least a ghastly form of entertainment. When augmented by *corpse link*, a dancing cadaver can serve as an effective (and ultimately expendable) scout that can work

beyond the immediate visual range of the caster.

The spell ends if the caster's concentration is broken. It also ends if the caster causes the skeleton to move beyond spell range or out of direct sight (*corpse link* and similar spells lift this restriction). The skeleton or zombie can be destroyed in combat, or the *bone dance* spell broken by a successful *dispel magic*.

The material component is an intact skeleton or corpse and a small, crude puppet that the caster must manipulate with both hands to choreograph the bone dance.

Notes: Restricted to necromancers; common.

Bone Form

(Necromancy)



Level: 4

Range: 10 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1–20 hrs.

Area of Effect: Sufficient bones for the spell

Saving Throw: None

When this spell is cast, the caster is able to create any object less than 3 feet long, high, and deep out of bone matter. The caster must have a supply of bones on hand to create whatever object it desires. Weapons can be created with this spell; such weapons are evil, but not magical for purposes of striking creatures hit by magical weapons. They also give no bonuses or penalties to attack or damage rolls.

The material components of this spell are enough bones to construct the desired item and a drop of body fluid (spittle, blood, etc.).

Notes: Restricted to necromancers and undead spellcasters; uncommon.

Bone Growth

(Alteration, Necromancy)

Reversible

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: Instantaneous + special

Area of Effect: 1 creature

Saving Throw: None

This healing spell fuses normal fractures: Mild compression fractures heal in a day, while more serious fractures (such as a broken leg or back) might take 1–4 days to heal (assuming complete

bed rest for the patient; otherwise healing time is doubled). This spell does not heal soft tissue damage, including cuts and sprains, nor does it correct improper alignment of the bones while healing. It has no effect on undead. It also immediately halts the effects of the *bone blight* spell, and slowly (over a period of 1–6 days) restores all damage caused by that spell.

This spell can also restore damage to exoskeletons, shells, and bony carapaces, but the time requirements are doubled.

The material component for *bone growth* is a drop of milk.

The reverse, *bone blight*, is an evil, deadly curse that slowly erodes the healthy bones of any chosen creature within range. If a saving throw vs. spell is failed, all bones in the creature slowly begin to dissolve, eventually reducing it to a quivering mound of formless flesh. It has no effect on undead.

Except for experiencing a strange “tingling sensation” at the time of casting, the victim is not immediately aware of the spell’s effect (making it even more insidious).

In the short term (from the moment of casting to the first full day), the bones of the victim become brittle, greatly increasing susceptibility to crushing attacks or falling damage. The victim sustains double damage from these; by the end of the first day, current hit points are reduced by 20%.

In the mid-term (lasting $1d6+1$ days from the time of the casting), the victim is subject to frequent, painful fractures. Piercing and slashing weapons inflict double damage, while bludgeoning or crushing attacks inflict *quadruple* damage. By the end of this period, the victim’s hit points are reduced by 60%.

In the terminal stage, the victim’s bones finally dissolve, collapsing the spine and skull, bringing a slow and painful death.

This spell prevents natural healing. Magical healing slows, but cannot stop, the terminal stage. Every 10 points of magical healing prolongs the intermediate stage for one full day, to the maximum limit of one day per point of Constitution. The slow dissolution of bone can be halted only by a *remove curse*, a *cure disease* followed by a successful *dispel magic*, a *heal* followed by a *restoration* spell, a *limited wish*, or a *wish*. Once the spell has been broken, lost hit points can be healed normally or by magical means.

The material component is a drop of aqua regia.

Notes: Restricted to necromancers and (optional) Healer mages. Casting the reversed form is an evil act and will have alignment repercussions.

Bone Javelin**(Alteration, Evocation)**

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Creates 1 javelin

Saving Throw: None



A bone javelin springs into being in the air above the caster's hand and flashes as the caster points, at a movement rate of 30. The javelin turns after striking or reaching maximum range, returning to the caster at the same speed. It floats above the caster's hand until sent forth again.

Spellcasting or other activities can be performed between javelin casts without sending forth or dismissing the javelin. The javelin can twist and turn as necessary to overcome barriers and return to its caster. It strikes only once per round, requiring a successful attack roll. Other creatures in the javelin's path may be imperiled if the javelin misses the target first chosen by the caster.

The javelin inflicts 1d4 points of damage, plus 1 point per level of the caster. It can damage undead, ethereal, other-planar, and Prime Material Plane creatures alike. The javelin is AC -4 and shatters if dealt at least 7 points of damage.

This magic requires a tiny carved replica of a javelin fashioned of any organic material, a drop of the caster's blood, and a bone fragment, all of which are destroyed in the casting.

Notes: Uncommon in savage settings or among wizards allied with Beast Cults; otherwise very rare. Known to be in *The Book of Shangalar the Black*.

Bone Knit**(Necromancy)**

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 skeleton

Saving Throw: None

This spell allows the caster to rejoin the pieces of a skeleton. All of the pieces of the skeleton must be present for the spell to work. The wizard casts the spell, then places his hands over the bones or as close to them as possible (1 foot maximum distance).

The bones then transform themselves into a

whole skeleton. If this newly joined skeleton is then animated with an *animate dead* spell, it will have maximum hit points. The spell can be cast upon an undead skeleton that has not been utterly destroyed in order to "heal" it of any damage that has been inflicted upon it by physical attacks.

This spell can be cast upon an undead skeleton in conjunction with a *permanency* spell to create a skeleton that "regenerates" 1d4 points of physical damage every second round (fire and acid damage and the effects of undead turning cannot be regenerated).

The material component of this spell is a drop of the spellcaster's blood and a drop of troll's blood.

Notes: Restricted to necromancers and undead spellcasters; rare. (Updated from *DRAGON Magazine*.)

Bone Seize**(Necromancy)**

Level: 4

Range: 60 yds.

Components: V, S

Casting Time: 3

Duration: 1-10 rds.

Area of Effect: 1 person

Saving Throw: Neg.

With this spell, the caster can take control of the victim's bones. It does not matter whether the target is alive or dead. Control is awkward at best. The caster can make the subject walk, lay, and sit down only; the subject cannot be made to fight, cast spells, speak, jump, etc.

Notes: Restricted to undead spellcasters; uncommon.

Boneball
Bonebind*See bind undead.***Boneiron**
(Enchantment)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None

This lesser version of the 4th-level *enchanted weapon* spell transforms bone weapons into their

metal counterparts with regard to attack and damage capabilities. It affects one large or medium weapon or two small weapons. Any penalty for material strength is thus removed, and the weapon has no more chance of breaking than if it was iron. Multiple castings on a single weapon have no additional effect. If cast on a missile, the spell ends when the missile hits a target. The spell also can be used in the creation of permanent magical weapons of bone.

The material component for this spell is the tooth of a carnivorous animal.

Notes: Common in savage settings or among wizards allied with Beast Cults. (Updated from *DRAGON Magazine*.)

Bones of the Earth (Necromancy)

Level: 6
Range: 10 yds.
Components: V, S, M
Casting Time: 3 rds.
Duration: 1d20 + 10 days
Area of Effect: Creates 1 or more structures
Saving Throw: None



Drawing on the life force of the very world, the caster is able to create minor structures out of subterranean materials. When cast, a structure, not more than 20 feet high and 10 feet wide at the base per Hit Die of the caster, rises from the ground. The structure is simple and solid, and it can appear in any form the caster desires. It takes two rounds to form, and is always accompanied by extremely loud rumblings. The structure lasts for the duration of the spell, after which it recedes back into the ground. Any inside must exit or be trapped (doomed at the DM's option).

Multiple structures can be created, but they are divided among the caster's total available mass. For example, an 11 Hit Die lich could create one 220-foot tall structure, or eleven 20-foot tall structures.

The spell can be cast to renew existing structures created by the spell. The rumblings occur at the time of casting, but nothing actually moves. Should the spell be *dispelled* before its conclusion, its structures take two rounds to sink back into the ground.

The material components for this spell are a stone and a weed.

Notes: Restricted to necromancers and undead spellcasters; uncommon.

Bonewood

(Alteration)



Level: 2
Range: Touch
Components: V, S, M
Casting Time: 2
Duration: 5 rds./level
Area of Effect: Weapon(s) touched
Saving Throw: None

This spell toughens crude wooden weapons to be the equivalent of a bone counterpart. The weapons are also fireproof while the spell lasts. One large, one medium, or two small weapons can be affected by a single casting of this spell; missiles revert to normal upon hitting a target. Repeated castings provide no additional benefits.

Anyone wishing to create a permanently strengthened bone weapon must use *enchant an item* and *permanency* spells as well. Aside from being fireproof, normal wooden weapons such as clubs and staves gain no additional benefit.

The material components for this spell are a 3-inch strip of wood and a bone of roughly equal length.

Notes: Common in savage settings or among wizards allied with Beast Cults; otherwise rare. (Updated from *DRAGON Magazine*.)

Bookworm Bane, Bigby's See Bigby's bookworm bane.

Bow, Haelyn's See Haelyn's bow.

Bow, Sidhelien See Sidhelien bow.

Bowgentle's Fleeting Journey (Alteration)

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 5
Duration: Special
Area of Effect: Creature touched
Saving Throw: Neg.

By casting this spell and touching the target creature, the caster sends that individual to another location within sight. The individual remains at the location for one round, at the end of which time he is teleported back to his initial location.

This teleportation must be to an area viewed and

pointed at by the spellcaster when casting the spell. The range is up to 20 yards per level horizontally and 10 yards per level vertically. The teleportation operates as the 5th-level wizard spell of the same name, but the location will not be less familiar than "seen casually." The individual might teleport high or low as listed. If teleported into a solid object the individual is not slain, but rather pushed into the Astral Plane. An individual pushed into the Astral Plane must get back to the Prime on his own, as the spell will not return him.

Should the teleportation be successful, the individual can immediately act in the next round, performing any one-round action (most spellcasting, moving, attacking, picking up an item, etc.). A maximum of 500 pounds of character and equipment can be teleported in this fashion. If the individual is overloaded (or secured by chains, ropes, webs, or other ties), the teleportation fails.

At 15th level, the caster can send the recipient of the spell to a location for two full rounds instead of one. Regardless of level, the caster cannot send himself anywhere with this spell, or send dead bodies or inanimate objects alone.

The material component of this spell is a small ball of uncured rubber.

Notes: Rare. Known to be in *Bowgentle's Book*.

Box of Spells

Aka Algarth's embattlement.

Brain Spider

(Divination, Enchantment/Charm)

Level: 8

Range: 20 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Neg.

This spell allows the caster to eavesdrop on the thoughts of up to eight other beings at once, hearing as desired:

- The ceaseless chaos of surface thoughts and images, or
- Individual trains of thought in the order the caster desires, or
- Information from all minds about one particular topic, thing, or being, one nugget of information per level of the caster.
- A study of the thoughts and memories of one creature of the group in detail.

Once per round, in any round in which no such detailed studying occurs, the caster can attempt to implant a *suggestion* (similar to the 3rd-level wizard spell) in the mind of any one of the eight creatures.

This spell can affect all intelligent beings of the caster's choice within range (up to the limit of eight), beginning with known or named beings. The beings need not be personally known to the caster, who can choose, for instance, "the nearest eight guards who must be in that chamber there." Those who make a successful saving throw vs. spell cannot be reached by the spell.

Creatures who are psionically gifted or who are in the process of casting or using any enchantment/charm spell when contacted by a *brain spider* probe are instantly aware of it. They learn its source's identity and general location, though the caster is not warned of this. Such creatures automatically escape all spell effects and do not count as any of the eight beings affected. Creatures who are insane or *feeble-minded* cannot be affected by a brain spider, and contact with their minds inflicts upon the caster $1d4+1$ points of damage per deranged mind touched.

The material component of this spell is a spider of any size or type. It may be dead, but must retain all of its legs.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Brainblaze

(Alteration, Evocation)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: The caster

Saving Throw: None

This spell allows the caster to transform his body into a pillar of pure life energy. The body appears to "fall away" to reveal a pillar of bright white light of the same height and in the same location as the body occupied. This pillar can "float" hanging in midair, if no surface exists for it to rest on, and it cannot be harmed by nonmagical means. A caster could use this spell to avoid the effects of a hail of arrows or other physical attack that could not otherwise be avoided. The pillar flies at a movement rate of 21 (MC A).

Brainblaze bolts: The pillar of life energy evoked by the spell cannot cast spells but can hurl one or more bolts of itself at any living target, using the caster's base THAC0. Such attacks do not diminish

the pillar's vitality and fade away if they miss. Those struck suffer damage and spell draining depending on the number of attacks the caster makes.

If a *brainblaze bolt* contacts a mind that contains memorized spells, it steals a random spell; the caster instantly gains the stolen spell and can cast it after the *brainblaze* spell's expiration if the necessary material components are available. The stolen spell is always from one of the three most powerful spell levels memorized by the target. Stolen spells dissipate after 24 hours if not used.

Number of Bolts	Damage/ Bolt	Max. Spell Level Stolen
One	15d10	8
Two	10d8	7
Three	10d6	6
Four	10d4	5

Any creature that touches the main pillar of life energy loses 10d4 points, but is not subject to spell stealing. A successful saving throw vs. death magic allows an unwilling creature to dodge a touch attack initiated by the caster.

The caster must make a successful Constitution check to reform his body; failure means the essence of the wizard is doomed to wander, aware but silent, until some means of gaining a body or receptacle is found (this typically requires the aid of another magic-using being).

Notes: Very rare. (Updated from *DRAGON* Magazine.)

Brainkill

(Necromancy)

Level: 4

Range: Touch

Components: V

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

A wizard using this spell, which operates much like the 2nd-level *forget* spell, can permanently burn from the memory of any one creature all knowledge of either a specific place, a person, or a time period of up to one year (the spellcaster can choose the desired result). The spell works on any intelligent creature by destroying a portion of its brain, but a victim is entitled to a saving throw vs. death magic to resist the effect of the spell. If successful, the creature suffers only a painful headache, which dissipates in 1d4 hours but is

otherwise harmless. If failed, the victim suffers 1d6 points of damage from an excruciating headache, leaving him with selected gaps in his memory.

The *brainkill* spell affects only memory and the ability to recall factual information. For example, a person thus affected might be completely unable to remember details of a place, the name, appearance, or any traits of a person, or might have a one-year blank in his or her memory. The spell has no effect on learned abilities or skills. For instance, an individual who gained a swimming proficiency six months before coming under the influence of this spell would no longer recall the swimming lessons, but still retains the ability, (though it might not become evident until the subject jumps into a large body of water). Aside from relearning lost knowledge as best as one can, "killed" memories cannot be regained except by a *wish*.

Notes: Restricted to necromancers; uncommon.

Brannart's Acidic Grip (Invocation/Evocation)

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

The *acidic grip* spell coats a caster's hand with a highly potent acid. The caster remains immune to the effects of this acid for the spell's duration. Any creature the wizard touches with a successful melee attack suffers 1d3 points of damage, plus 1 point per level of the caster. The exposed creature takes this damage each round of exposure; those the caster grabs and holds suffer damage each round until they break free.

The caster can use *Brannart's acidic grip* to destroy inanimate material; it burns a hand-sized hole through 2 inches of wood or 1 inch of metal in a single round. Magical materials are immune to the effects of the acidic touch.

The spell was created by the Glantrian wizard Brannart McGregor.

Notes: Rare or very rare.

Brawl, Tenser's

See Tenser's brawl.

Breach the Beast's Defenses

MYSTARA setting spell, aka breach defenses.

Breach Defenses**(Alteration)**

Level: 6

Components: V, S, M

Range: 20 yds.

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

The bane of magical creatures, *breach defenses* temporarily negates the magical defenses of a creature otherwise immune to normal weapons. Once drained of its magical protection, the creature becomes vulnerable to normal weapons and its Armor Class is worsened by 2 (from AC 4 to AC 6, for example) to a maximum of AC 10. Under this insidious spell's power, wraiths become more tangible, iron golems soften, and lycanthropes must fear more than silver weapons. *Breach defenses* has no effect on a creature's magic resistance or saving throws, nor does it remove natural or magical immunities to certain forms of attack (for example, a salamander or baatezu's resistance to fire). It simply drains a creature's magical defenses, whether it normally would suffer damage only from +1 or better magical weapons or from +3 or better weapons.

Wizards under the effects of a *wraithform* spell also subject to this spell's effects.

The material components are one marble-sized ball of iron and one of glass.

Notes: Very rare.

Breath of Bewilderment**(Evocation)**

Level: 2

Components: V, S

Range: 30 ft.

Casting Time: 2

Duration: 1 rd.

Area of Effect: $10 \times 10 \times 30$ ft. cloud

Saving Throw: Neg.

This spell allows the caster to breathe out a visible cloud of smoking vapor. It dissipates one round later, but all creatures coming into contact with it must make a saving throw vs. poison or be stunned for the following round, during which time no coherent, deliberate activity is possible. The caster is never affected by his own *breath of bewilderment*, or, if she has this spell memorized, by anyone else's.

Notes: Uncommon in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Breath of Life, Drawmij's*See Drawmij's breath of life.***Breathblock — Dragon****(Evocation)**

Level: 5

Range: 10 yds./level

Components: V

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 50×50 ft. shield

Saving Throw: None

The *breathblock* spell brings into being an invisible plane of force 50 feet on a side, that is totally impervious to all draconic breath weapons. The dragon can create the wall anywhere within the maximum range, and can instantaneously move it to any point inside that range. The wall of force can be maneuvered as a shield to protect the dragon, other creatures, or valuable objects (that is, treasure). If positioned directly in front of the mouth of a dragon about to use a breath weapon, the breath weapon either reflects or billows back upon the breathing dragon. Unless the dragon is immune to its own attack form—which is usually the case—the dragon suffers half damage from the breath weapon (save vs. breath weapon for one-quarter damage). Any other creatures within 30 feet of the breathing dragon, but on its side of the *breathblock*, also suffer half damage (save for quarter damage).

The most spectacular use of this spell was when the legendary gold dragon Autophon defeated the demon Lash and the red dragon the demon used for a mount. As the red dragon prepared to use its breath weapon, Autophon cast *breathblock*. The red's fire billowed backward around it, causing the dragon no damage but so enraged the demon that it attacked its own mount. This took the pressure off the Autophon long enough for him to slay both demon and red dragon.

Notes: Restricted to dragons; rare.

Breathe — Old Empire**(Alteration)**

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

This spell enables the creature touched to breathe normally in places where it would normally suffocate (in water, under an avalanche, while buried by a sandstorm, etc.).

The material component for this spell is a cloth that must be held over the caster's mouth during the casting of the spell.

Notes: Uncommon. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

BreathSense – Pluma

(Divination)

Level: 2

Range: 20 yds./level

Components: V

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None



This spell allows the caster to sense all breathing creatures, no matter how large or small, within range, for the duration of the spell (excluding fish and insects). The caster can move, and as he moves within range of additional creatures he will sense them. Together with this awareness comes the knowledge of the creature's approximate size.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Brightness, Obold's

See Obold's brightness.

Brightsong

(Abjuration, Alteration, Enchantment)

Level: 6

Range: 0

Components: V

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 20-ft. radius

Saving Throw: None

This spell is unleashed by a sung incantation; it creates *free action* (akin to that of 4th-level priest spell or the *ring of free action*) in a spherical area of effect centered on the caster. In this space (which moves with the caster), all creatures can move and attack normally, and the following magical effects are negated or prevented from forming: *web*, *slow*, *entangle*, *forcecage*, *hold*, and all types of paralysis and petrification. All

locks, mechanical and magical, are opened, and all knots are untied.

Beings under any sort of compulsion (such as *charms*, *geas* spells, or psionic influences) are allowed an immediate saving throw to escape them upon entering the *brightsong*'s area of effect. A given *brightsong* spell allows only one such attempt per being, regardless of how many times a being enters and leaves its area of effect. This spell does not work underwater.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers in the *FORGOTTEN REALMS* setting (rare); otherwise restricted to bards and song mages.

Bubble Breath

(Evocation)

Level: 4

Range: 30 yds. + 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Creates 1d6 bubbles

Saving Throw: Neg.

A wizard casting this spell breathes forth 1d6 bubbles in the direction of one or more foes. He then must make a successful attack roll for each bubble, or the bubbles pass harmlessly away into the air and pop. If the wizard strikes a creature with a bubble, the creature is instantly coated with a filmy goo. The goo reduces the creature's movement rate by half and causes it to suffer a -2 penalty to all combat rolls and saving throws. The material component is a bit of tree sap that the wizard must swallow.

Notes: Uncommon for invokers; otherwise rare. (Updated from *DRAGON Magazine*.)

Bubbling Buoyancy, Otiluke's

See Otiluke's bubbling buoyancy.

Bubka's Superior Identification

(Divination)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5 rds.

Duration: 1 rd./level

Area of Effect: 1 item

Saving Throw: Special

When this spell is cast, one item can be examined by the wizard in order to identify the nature of its enchantment. The item need only be hand-

held or touched, not worn or used in any way. The following information can be obtained:

- One basic magical property of the item is always revealed to the wizard. This takes one round. Multiple castings reveal the same property unless the wizard has advanced at least one level.
- A second magical property might be revealed. The wizard will know in 1d4 rounds if there is a second such property, and will need a further 1d3 rounds to identify the nature of this enchantment. The chance for successfully identifying a second magical property is 3% per point of Intelligence, plus 3% per level (to a maximum of 95%). Failing this check indicates that, as far as the caster can determine, the item does not possess or contain any additional enchantments.

The spell can be repeatedly cast on the same item to inquire about third and subsequent magical properties (if there are any), with the same chance for success as for a second property. However, attempts to confirm earlier detections will always reveal the same result (even if that finding was in error). Exact properties are revealed by this spell, such as the fact that a weapon is a sword + 1. (If the weapon was also of the *flame tongue* variety, this could be discovered only as a second property.)

In the case of charged items, the number of charges is treated as a second property and, if the wizard makes the roll, there is still a 25% chance that the number of charges is overestimated or underestimated by 2d10% (equal chance for over or under, but the number estimated will never be less than 1 or greater than the maximum possible).

Unlike the 1st-level *identify* spell, casting of this magic does not subject the wizard to a loss of Constitution. However, the spell cannot be cast more than once every two hours due to the intense concentration it demands, or else the wizard repeating the spell will at once suffer a severe headache lasting 1d4 hours and be unable to memorize or cast any spells for a full 12 hours after the headache subsides.

The material components for the spell are the same as for the *identify* spell, except that the pearl must be of high quality, at least 250 gp value.

Notes: Rare or very rare. (Updated from *DRAGON Magazine*.)

Bug (Conjuration/Summoning)

Level: 7

Range: 10 mi./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d4 days + 1 day/2 levels

Area of Effect: 1 insect

Saving Throw: None

This spell creates a mental link between the caster and an insect; the insect can be used as an effective spy. Everything heard by the insect is heard by the caster via the link, and by concentration the caster can see through the insect's eyes. Since the caster may be disturbed unexpectedly by something the insect hears, there is a 20% chance that any effort to concentrate an activity other than using the insect's vision—for example, casting a spell, memorizing spells, or initiating psionic powers—is disrupted by the audial link.

The caster is also vulnerable to attacks that affect the insect. Any spells that affect the insect will affect the caster if they normally would, with no saving throw allowed. If the insect is killed while caster is linked to it, the wizard suffers 1d4 points of damage. The caster can break the link and terminate the spell any time he likes.

For example, a *repel insect* spell would affect the bug, but not the caster. A *charm person* spell would not affect the bug, and thus would not be passed to the caster. A *sleep* spell could affect the bug, but the caster is too high a level to be affected. A *fireball* spell would kill the bug and inflict 1d4 points of damage on the caster.

The material components are a live bug of any type and a crushed rose petal.

Notes: Rare for conjurers; otherwise very rare. Known to be in *Prismal's Pocket Library, Vol. IX*.

Bugman's Mug (Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: 1 mug of water

Saving Throw: None

Bugman, a thoroughly loathsome-looking individual with a heart of gold, created this spell for a dwarf friend who often visited. The spell alters normal water into a magical potion that must be

imbibed before the duration ends. The potion removes hangovers and other ill effects of inebriation and will negate any current state of drunkenness. It is effective against only alcohol-based changes in the target's physiology, thus ineffective against drugged stupors and poisons.

The material component is common water served in a pewter mug.

Notes: Rare or very rare. (Updated from *DRAGON* Magazine.)

Burn Path

(Abjuration, Necromancy)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 8 hrs.

Duration: Permanent

Area of Effect: 1 wizard

Saving Throw: Special

This powerful destructive magic destroys all knowledge a wizard has of one *path of magic* (a series of related spells). The caster chooses which path is burned. The spells and formulas of the path are all instantly forgotten, memorized spells vanish from the victim's mind, and all spells on that path must be relearned as if the subject never knew them.

The spell's effect cannot be reversed, but if the target's saving throw succeeds, the path is merely sealed as by a *seal path* spell. The spell cannot be reflected, but can be cast only on a helpless or unconscious recipient.

The material component is a thin sheet of beaten gold inscribed with the formula for the spell that serves as the path's starting point; this special scroll costs no less than 3,000 gp. The scroll is magically consumed in the casting.

Notes: Very rare. (Updated from *DRAGON* Magazine.)

Burning Blood, Beltyn's

See Beltyn's burning blood.

Burning Hands

(Alteration)

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: $\frac{1}{2}$

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. His hands must be held so as to send forth a fanlike sheet of flames: The wizard's thumbs must touch each other and the fingers must be spread. The *burning hands* spell sends out flame jets 5 feet long in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, plus 2 points for each level of experience of the spell-caster, to a maximum of 1d3+20 points of fire damage. Those successfully saving vs. spell receive half damage. Flammable materials touched by the fire burn (for example, cloth, paper, parchment, thin wood, etc.). Such materials can be extinguished in the next round if no other action is taken.

Notes: Common spell (*PHB*)

Burning Sands

(Alteration)

(Province: Sand)



Level: 1

Range: Touch

Components: V, M

Casting Time: 1

Duration: 1 hr./level

Area of Effect: 1 handful of sand

Saving Throw: None

The *burning sands* spell is used to cause sand to become combustible. The sand retains its natural form and texture but gains the flammable properties of lantern oil. The sand will burn with a colorless, odorless flame for one hour or until the end of the spell's duration, whichever is longer. The *burning sands* spell can be used as an attack by hurling the sand at an opponent and then lighting it. If used in this manner, it functions exactly as does burning oil.

This spell sees most use among nomadic tribes who do not wish to carry wood for fires through areas where deadwood is not common. A single handful of burning sand gives off the same heat as a small campfire and can be used for cooking. The burning sand cannot be extinguished by any natural means, making it ideal for use in wet or windy conditions.

Notes: Uncommon in arabian settings; otherwise very rare.





Cache — Paramander

(Conjuration/Summoning)
(Dimension)

Level: 3
Range: Touch
Components: V, S
Casting Time: 3
Duration: 1 hr./level
Area of Effect: 1 item, ½ lb./level
Saving Throw: None

The casting of this spell upon an item transfers that item to the Astral Plane for the duration of the spell. Wherever the spellcaster goes, the item will follow on the Astral Plane. When the spell dissipates, the item will fall into the caster's hands (if possible) or reappear in front of him if not. Nothing can detect the item while it is on the Astral Plane, except items enabling sight into astral space. The chance of the item returning in damaged or broken condition is 15%, -1% per level of the caster. The caster can recall the object at any time. *Extension* spells apply, but trying to use *permanency* traps the item on the Astral Plane forever. The weight limit is ½ pound per level of the caster. The spell malfunctions if cast on living things.

Notes: Common for Paramanders (a group of rare paladin/mages); uncommon for conjurers and dimensionists; very rare for others. (Updated from *DRAGON Magazine*)

Cacodemon

Aka cacofiend.

Cacofiend

(Conjuration/Summoning)
(Geometry)

Level: 7
Range: 5 yds.
Components: V, S, M
Casting Time: 1-8 hrs.
Duration: Special
Area of Effect: Creature summoned
Saving Throw: Special



This perilous spell is normally used by NPC villains to summon a powerful fiend: a true tanar'ri, a greater baatezu, or a great yugoloth. (The *cacofiend* spell isn't powerful enough to summon a unique fiend, and lesser sorts can't be summoned via this spell.) In any event, the caster must know the name of the creature he is summoning. A fiend so summoned is most angry and

vilely disposed. The caster must be warded and protected by a *protection from evil* spell, and the fiend must be confined within a magical diagram if the wizard is to avoid being slain or carried off bodily.

If the caster is interrupted during the casting time, the spell fails. If an interruption occurs after the fiend has appeared, there is a 10% chance that it can escape its boundaries and attack the wizard. The chance is cumulative for each round of interruption. A fiend is entitled to a special saving throw against this spell; if the fiend rolls greater than the caster's level on 2d10, the spell fails (a roll of 20 always fails). When this occurs, either the name used was not perfectly correct or the named fiend is already imprisoned or dead, so the caster must call on another fiend.

The summoned fiend can be coerced to perform some deed in one of three ways, as follows:

- By threatening to cast a *spiritwrack* spell, the wizard can force the monster to swear an oath to follow a certain course of action, freeing the fiend only when the creature completes the service. This method is extremely dangerous, for a fiend will seize on any minor error in such a bargain to spoil the desired outcome or to simply kill the summoner. Further, the fiend will bear great hatred for the wizard after such forced obedience.
- By offering tribute (blood and sacrifices), the summoner may convince the fiend to serve willingly. The caster is well advised to have ample protection and power to defend himself, for the fiend might decide the offer is insufficient and not accept the proffered bargain. Though the fiend must abide by a pledge, since its name is known, it must hold only to the exact word of the agreement, not the spirit. However, only highly evil wizards are likely to attempt such a bargain, and a summoned cacofiend might be favorably disposed toward such a character.
- The summoned fiend can be the target of a *trap the soul* spell. In this case, the wizard will not speak with or bargain for the creature's service, although the cacofiend might be eager to reach an agreement with the wizard before being forced into imprisonment. Attempting to trap the fiend is risky only if proper precautions are ignored, for failure means only that it escapes to its home plane. If trapped, however, the fiend remains imprisoned until the owner of the confining object breaks it and frees the fiend, at which time the wizard must ask the fiend to perform a service before it returns to the Lower Planes. If the person freeing the fiend fails to demand a service when the monster asks what is

required of it, the fiend is under no constraint not to slay its liberator on the spot. If a service is required, however, the creature must first do its best to perform the task and then must return to its home.

The fiend serves only for a limited duration unless it serves willingly. Any task that is impossible or requires more than a week to perform is 50% likely to free the fiend from its obligations. A liberated fiend may seek revenge against the caster, for the creature can remain on the plane it was summoned to for up to two years.

The components of the spell include white wax, mandrake root, a bottle of red wine, a piece of parchment inscribed with the fiend's name, and an offering tempting to the summoned creature.

Notes: Rare and dangerous. Used mostly by evil NPC wizards.

Caddelyn's Catastrophe (Enchantment/Charm)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1-4 creatures in a 30-ft. cube

Saving Throw: Special

This variation of the *fumble* spell allows the caster to affect up to four creatures if desired, all of whom must be visible to the caster during casting. If four creatures are attacked, their saving throws vs. spell are normal; if three are attacked, all save at -1; if two are attacked, they save at -2; and if only one is attacked, the save is at -3.

Creatures making successful saving throws are *slowed* for the duration of the spell (as the 3rd-level wizard spell). Creatures who fail immediately drop all held objects, if running or charging they trip or stumble, if balanced on a ledge or climbing they fall, and if spellcasting they ruined any verbal or somatic component, spoiling the spell. Any missile attack by an affected creature misses and any physical attack is at a -2 penalty. Weapons are dropped and any weapon attack becomes a bare fists' attack. Dropped items may well suffer damage (the DM decides which saving throws, if any, apply).

The material components for this spell are a banana peel or melon rind and a tallow candle or lump of animal fat.

Notes: Rare or very rare. Known to be in *Caddelyn's Workbook*.



Calder's Starry Sky (Divination)

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 2 turns

Duration: 1 hr./level

Area of Effect: 10 sq. yds.

Saving Throw: None

This spell enables ships to sail on cloudy nights or storm-swept days without losing their way. When cast, the spell causes a display of stars to appear about 10 yards over the caster's head. The stars show the correct positions of the stars in the sky, allowing a navigator to steer by this projection. The spell can be cast inside a ship's cabin (or inside a building if this is desired for study or decorative effect), projecting the star field on the ceiling. The spell fails on cloudless days.

The material component is an unblemished silver mirror that the caster must direct skyward during the casting.

Notes: Common in Cerilia (the BIRTHRIGHT setting); uncommon for Sea mages and diviners; otherwise rare.

Caligarde's Claw(Conjuration/Summoning)
(Force)

Level: 4
Range: 60 yds.
Components: V, S, M
Casting Time: 4
Duration: 1 rd./level
Area of Effect: Creates 1 claw
Saving Throw: Neg.

By means of this spell, the caster calls into being an invisible claw of force, similar in many ways to the numerous *Bigby's hand* spells. This claw can be set in an area to attack everyone within 10 feet, or can be sent against one particular target creature.

If sent against a particular creature, that creature must make a saving throw vs. spell or be clawed immediately by the invisible force for that round and every round thereafter for the duration of the spell. If the saving throw is made, the claw lands 10 feet away in a random direction (as determined by the grenade-like missile scatter diagram in the *DMG*). It is then treated as if it had been cast on that location.

A claw cast on a location will attack the closest

creature within 10 feet with the same THAC0 as the caster. If it strikes any target (friend or foe, or even the caster himself) the claw hits automatically every round thereafter.

The claw inflicts 1d4 points of damage per round. It never misses once it hits, but it can be foiled by any type of magical barrier, including *shield*, *Bigby's interposing hand*, *antimagic shell*, and so on. Such spells will not negate its attacks, but the attacks will be directed against the spell instead of the target creature. *Dispel magic* will destroy the claw. Physical attacks inflict no damage on the claw. The caster can dispel the claw at will.

Once the claw hits, it remains with the target regardless of that creature's actions or movement, even if it moves beyond the spell's original 10-foot radius. The claw does not interfere with movement or attacks, but its continual damage prevents spellcasting (though not the use of devices or activation words).

The material component of this spell is a dried foot or claw of some creature.

Notes: Common or uncommon for conjurers; otherwise uncommon or rare. Known to be in *The Wizard's Workbook*.

Call

(Conjuration/Summoning)



Level: 8
Range: 0
Components: V, S, M
Casting Time: 1 turn
Duration: Instantaneous
Area of Effect: Creature called
Saving Throw: Neg.

When cast, this spell allows the wu jen to summon any single creature he knows by sight into his presence. The wu jen must know the specific identity of the creature called, not just the general type. Calling for a ki-rin is not sufficient, the wu jen must have a specific ki-rin in mind. Creatures with names must be summoned by their true name. A successful saving throw vs. spell allows the creature to ignore the call. Creatures called must be on the same plane as the caster. Once called, the creature is under no compulsion to remain or aid the caster. Deities and similar powerful beings are not forced to heed the call.

The material components for this spell are a stick of incense and a strip of paper, burned when the spell is cast.

Notes: Common in oriental settings; unknown elsewhere.



Call — Old Empire

(Conjuration/Summoning) (Song)

Level: 9

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell is a variant of the *gate* spell. It attracts the attention of a single native of the Prime Material plane. The caster calls the name of the being, who becomes aware that someone wants him to appear. That individual is free to accept or reject the call. If the offer is accepted, the being is instantly teleported without error to a spot of the caster's choosing, within 200 feet of the caster.

If the offer is rejected, the call is silenced, and no teleportation takes place. A *demand* spell can be cast prior to this spell to persuade the subject to accept.

The subject need not be known to the caster, but his exact location must be; this spell does not provide the caster with that information. A call can only affect Prime Material creatures on the Prime Material planes (it can reach parallel Prime Material worlds, but cannot reach into the Ethereal, Astral, or other planes of existence).

The material component is a miniature wax statue of the target.

Notes: Rare for conjurers or Song mages; otherwise very rare. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Call of Despair — Elf

(Elven High Magic)

Level: 8

Range: 10 yds./level

Components: V, S, M

Casting Time: 8

Duration: Instantaneous + Special

Area of Effect: 10-ft./level radius

Saving Throw: Special

When this spell is cast, all creatures in range of the spell (except the caster's army, allies, or companions) must check morale at half their current morale rating. Those who fail will immediately flee in terror, directly away from the caster. The terror lasts one turn per level of the caster; rally

checks cannot be made during this time.

The material component of this spell is a small brass gong.

Notes: Restricted to elves able to cast elven High Magic. Used for the defense of the elven homeland (for example, Evermeet Island).

Call Society

(Alteration, Phantasm)



Level: 2

Range: 1 mi./2 levels (round down)

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 2-mi. radius

Saving Throw: None

This spell allows members of sorcerous societies to call on their brothers and sisters for aid. When this spell is completed, the caster designates the direction the spell will travel in order to contact a member of the appropriate sorcerous society. The spell will travel in that direction for a number of miles equal to half of the caster's level. The spell travels in a straight line and, if it reaches the end of its range without contact with a member of the appropriate sorcerous society, will dissipate harmlessly. If the spell passes within one mile of a member, it will deliver a plea for help to that wizard. The plea can be heard by all members of the sorcerous society within one mile of the spell's trigger point. The call gives a rough estimate of the caster's location and a quick image of the sort of trouble in which the caster is embroiled.

The spell requires a small amulet that most members of a sorcerous society are given by their society. If a member tries to cast the spell using the amulet from another society, the casting automatically fails. The amulet is not consumed by the casting of this spell.

Members of most sorcerous societies will try to aid their brethren and will arrive as quickly as possible.

Notes: Restricted to society members in arabian settings; very rare at best elsewhere.



Call Spirit

(Divination, Necromancy)

Level: 7

Range: 20 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 spirit

Saving Throw: None

This spell enables the wizard to summon the spirit of one specific deceased individual and question it. The spell must be cast by night, within 20 yards of the place where the creature's remains lie. Unlike *speak with dead*, the amount of time that has elapsed since the creature's death does not matter. However, the wizard must know who is summoned: A name is required.

The spirit arrives 1d4 rounds after the completion of the casting. The caster can ask three questions of the spirit, plus one more for every four levels over 14th (four questions at 18th level, five at 22nd, and so on). The spirit is compelled to answer truthfully and without evasion if the answer is known to it.

The spirit is 50% likely to know the answer to any question asked of it. The DM may modify this if the question is particularly relevant to the spirit. For example, asking the spirit of a hero who took

part in those events would merit a +25% bonus, while asking a spirit about events that took place on the other side of the world and five centuries before its lifetime is not particularly relevant, so a -25% penalty would be appropriate. In addition, the caster can command the spirit to search the spirit world for the answer, which grants a +20% bonus to the chance for an answer. However, this requires anywhere from 1 turn to one day, depending on the difficulty or complexity of the question. The caster must wait within range of the spirit's remains for its return, or the spell is broken and the spirit is released from its task. If the spirit does not know the answer and is unable to discover one, it tells the caster so.

Call spirit lasts until dispelled or until the caster has received a response for each question he is entitled to ask. This could require several days, if the spirit is sent on multiple searches of the spirit world.

The material component is an item or keepsake prized by the spirit in life. This vanishes upon completion of the spell.

Notes: Common for necromancers and witches; uncommon for diviners; rare for others. (Updated from *DRAGON Magazine*)

Call Undead

(Necromancy)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 100-yd./level radius

Saving Throw: None

This spell allows a wizard to summon any undead creatures of 6 Hit Dice or less within spell range, but does not give the caster any control over them. A wizard can use this spell to bring hidden undead out where they can be dealt with by companions or the wizard's own spells, or to bring down an undead attack on foes or captors. The call does not allow the undead to unerringly locate the caller.

This spell is effective through water, solid stone, and all nonmagical barriers, but does not cross planar boundaries. Affected undead within the area when the spell is cast immediately move at full normal rate towards the caster. Note that the area extends above and below the caster. Undead with more than 6 Hit Dice may accompany them, but are not compelled to do so.

This spell can be used to bring back previously

turned undead, forcing another turning attempt.

The material component is a piece of bone from any creature tied with a string.

Notes: Common for necromancers; otherwise very rare.

Callistram's Canal Conveyance

A *MYSTARA* setting spell, aka Callistram's gondola.

Callistram's Gondola

(Conjuration/Summoning)

Level: 3

Range: 2 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

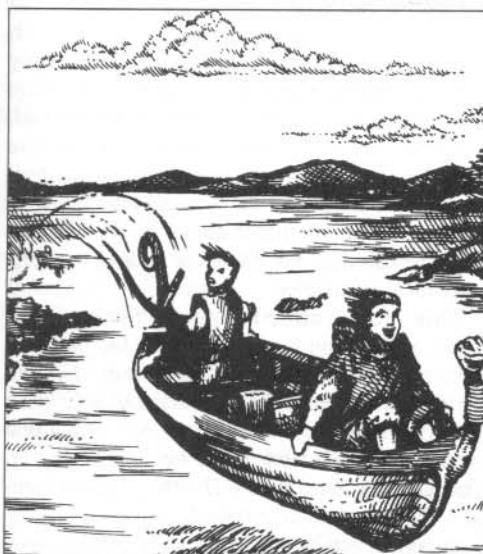
Area of Effect: Creates 1 gondola

Saving Throw: None

The spell creates a small wooden gondola. At 12 feet long by 4 feet wide, the boat holds three to four passengers plus a (nonmagical) gondolier. Its enchanted nature causes the craft to glow with a glittering radiance most would find ostentatious.

The virtually indestructible conjured gondola moves through water so smoothly that even the meager strength of an *unseen servant* can pole the craft along easily. The small rudderless boat is far too light to use in any body of water larger than a small pond or a calm canal. The boat is propelled by a 12-foot pole, which the spell creates with the gondola.

Callistram, a wizard who spent years researching a spell to conjure a magical gondola, must have cared only for prestige and appearance—his



canal conveyance does not seem very useful, considering the substantial power required to cast it.

The material components are a bit of wood and thatch.

Notes: Rare to very rare.

Calm

(Enchantment/Charm)
(Song)

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: 1 hr.

Area of Effect: 70-ft. radius

Saving Throw: Special

Insects, animals, demihumans, humanoids, and monsters of 5 Hit Dice or levels—or less—within the spell's area of effect lose their will to fight when this spell is cast, even if engaged in combat to the death.

The *calm* spell affects only those creatures within the area of effect at the instant of casting. The caster can deliberately exclude up to 1 creature per level (presumably, friends or allies) from the spell's effect. Magic resistance against this spell is lowered by 15%, saving throws vs. spell against it are made at a -2 penalty.

Calmed creatures cannot bring themselves to attack any other living thing, although they defend themselves normally, and their actions are not restricted otherwise. A creature under this spell's influence that is attacked gains an immediate saving throw with a +3 bonus to shake off the calming effect. Any calmed creature remains so for one hour (6 full turns) or until attacked, even if it leaves the area.

Notes: Common for witches; otherwise very rare. (Updated from *DRAGON* Magazine)

Calm — Dragon

(Alteration)

Level: 2

Range: 0

Components: V

Casting Time: 1

Duration: Concentration

Area of Effect: The caster

Saving Throw: None

The spell calm enables a dragon to temporarily nullify the effects of its own *fear aura*. While the dragon concentrates, creatures suffer no morale

effects from the sight or presence of the dragon. The spell ends as soon as the dragon ceases to concentrate on it. It also ends if the dragon suffers damage or casts a spell of 4th level or higher.

Notes: Restricted to dragons; common. Known to be in the *Draconomicon*.

Calm Water

(Abjuration)

(Song, Water)

Reversible

Level: 5

Range: 360 yds.

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 turn/level

Area of Effect: 20-ft. radius/level

Saving Throw: None

This spell reduces wave action in the area of effect to the equivalent of calm seas. Chop, whitecaps, and violent storm waves are eliminated, although there might be a noticeable swell in the calm water if the sea itself is storm-tossed.

Ships within the area of effect need not make seaworthiness rolls due to weather, even if the type of weather otherwise calls for it.

The material component of the *calm water* spell is a bottle of oil (worth 100 gp) poured onto the waves.

The reverse of this spell, *churn water*, creates waves within the area of effect that are up to 1 foot tall per caster level.

The material component of *churn water* is a silver wire framework (costing 100 gp), which is swirled in a circular motion before being tossed into the sea.

Notes: Common for Sea mages; otherwise rare.

Calm Wind

(Abjuration)

(Air, Song)

Level: 5

Range: 360 yds.

Components: V, S

Casting Time: 2 rds.

Duration: 1 turn/level

Area of Effect: 20-ft. radius/level

Saving Throw: None

This spell creates an "eye of the storm" effect, reducing even gale force winds to a breeze within the area of effect. Ocean waves are unaffected by

this spell, and storm-tossed waters will continue to batter a ship even though the wind has ceased. The spell has no effect on fog or precipitation, only on the wind that accompanies it.

Any ship sailing in the area of effect is treated as if the winds were "light breeze" rather than their current wind speed, although the direction remains unchanged. Exception: If the wind speed was "becalmed" it remains "becalmed."

Notes: Common for Sea mages; otherwise rare.

Camouflage — Elf

(Alteration)

Level: 2

Range: 0

Components: S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 20-ft. radius, 1 person/level

Saving Throw: Neg.

The elves jealously guard this spell. It functions only in wilderness settings, allowing the wizard to instantly and completely hide one person per level of experience, concealing them against even thorough searches. The spell changes the coloring and shadowing of the affected individuals to blend in with the natural surroundings. It is effective against infravision and ultravision and is especially useful for scouts and infiltrators. Spell-camouflaged individuals retain all their faculties and abilities, and can emerge from the magical concealment at any time they desire.

The concealed individuals can move while magically camouflaged, by creeping slowly up to 10 feet each round. Trying to move faster dissipates the spell. As long as the movement is surreptitious and stealthy ("Look, Thrag! That bush moving!"), the spell holds. As with the *invisibility* spell, if the warded individuals attack they gain a surprise bonus of initiative and a +4 bonus to hit, but the spell is immediately broken.

The concealed individuals cannot be detected except by magic or by moving stupidly. Until the spell wears off, they enjoy near-total invisibility.

The material component for the spell is a mistletoe berry.

Notes: Common for elves; very rare or not available to others.

Cancel Life Level

See remove life level.



GT

Candletrick

(Alteration)

(Fire)

Level: 2

Range: Special

Components: S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 1 candle, lamp, or torch

Saving Throw: None



impress common folk, amuse children, and brighten dreary lives. Common tricks with cantrips include tinklings of ethereal music, brightening faded flowers, glowing balls that float over the caster's hand, puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and little whirlwinds to sweep dust under rugs. Combined with the *unseen servant* spell, it's a tool to make housekeeping and entertaining simpler for the wizard.

Notes: Common spell (PHB).

Cantrip, Geisya

See Geisya cantrip.

Capacitor

(Alteration)

(Artificer)

Level: 6

Range: 40 yds. + 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 hr./level

Area of Effect: Box, up to 8 cu. ft./level

Saving Throw: Neg.

This spell allows the caster to place an electrically charged trap on a box made of any nonconductive material. The electrical charge will be delivered to the first mass of metal of greater than one pound that comes within 10 feet of the box. If two or more such masses are within 10 feet, the charge is delivered to the largest mass.

The electrical charge delivers 3d8 points of damage, plus 1 hit point per level of the caster, to the creature carrying or wearing the metal mass. A saving throw vs. spell is allowed; if successful, the spark is harmlessly grounded (at the DM's option attracted to the next mass of metal large enough and close enough to trigger the box). The box is not damaged by the spell in any case. If the box is destroyed, any undelivered charge is lost.

The material is a bit of phlegm from a blue or bronze dragon. After the casting has been completed, the caster speaks a final command word while still within the spell range of the box. This command word activates the charge. The largest size box that can be affected is 8 cubic feet per level of the caster (for example, $3 \times 4 \times 8$ feet at 12th level).

Notes: Very rare. (Updated from *DRAGON* Magazine)

Cantrip

(All Schools)

(Universal)

Level: 1

Range: 10 ft.

Components: V, S

Casting Time: 1

Duration: 1 hr./level

Area of Effect: Special

Saving Throw: None

Cantrips are minor spells studied by wizards during their apprenticeship, regardless of school. The *cantrip* spell is a practice method for the apprentice, teaching him how to tap minute amounts of magical energy. Once cast, the *cantrip* spell enables the caster to create minor magical effects for the duration of the spell. However, these effects are so minor that they have severe limitations. They are completely unable to cause a loss of hit points, cannot affect the concentration of spellcasters, and can only create small, obviously magical materials. Furthermore, materials created by a cantrip are extremely fragile and cannot be used as tools of any sort. Lastly, a cantrip lacks the power to duplicate any other spell effects.

Whatever manifestation the cantrip takes, it remains in effect only as long as the wizard concentrates. Wizards typically use cantrips to

Cat Charm — Hishna

(Enchantment/Charm)

Level: 1
 Range: 20 yds./level
 Components: V, M
 Casting Time: 1 rd.
 Duration: 1 wk./level
 Area of Effect: 1 feline
 Saving Throw: Special



This spell allows the caster to charm a jaguar, ocelot, or other natural feline creature. Unlike the bird charm spells of *pluma*, however, it will not summon the creature to be charmed. The feline must be visible to the caster and within range for the spell to take effect.

The charmed cat will understand the rudimentary commands of the caster, and will perform simple tasks: guarding or fighting, or accompanying the caster. If the cat is sent somewhere without the caster—to carry a message lashed around its neck, for example—the cat makes a saving throw vs. spell every day that it is separated from the caster. If the roll succeeds, the spell is broken.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Cat's Grace

(Alteration)

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 2
 Duration: 1 hr./level
 Area of Effect: Creature touched
 Saving Throw: None

Just as a *strength* spell can increase a subject's physical power for a time, *cat's grace* can enhance a subject's Dexterity. All abilities and skills that are Dexterity-based can be affected by an enhanced Dexterity score, including reaction adjustment, missile attack adjustment, defensive adjustment, Dexterity-based proficiency scores, and adjustments to thief abilities. The exact amount of Dexterity gained depends on the subject's class; multi-classed characters use the most favorable die.

Class	Dexterity Gain
Rogue	1d8 points
Warrior	1d6 points
Wizard	1d6 points
Priest	1d4 points

The spell cannot confer a Dexterity score of 20 or more, and it is not cumulative with any other Dexterity-enhancing magical or psionic power. Creatures without Dexterity scores gain a -1 bonus to AC and a +1 to attack rolls with missiles for the duration of the spell. The material component for this spell is a few whiskers from an elven cat.

Notes: Uncommon (PO:SM)

Catapult

(Alteration)

Level: 1
 Range: 50 yds.
 Components: V, S
 Casting Time: 1
 Duration: 1 rd.
 Area of Effect: 1 object
 Saving Throw: None

By means of this spell, the caster hurls any single item weighing 3 lbs. or less in a straight line in the direction pointed by the wizard. The item heads in that direction until it reaches the range limit of the spell and then falls to the ground. The item must be loose, freestanding, not held by someone, and also light enough to



move. (Otherwise the item will quiver in place and the spell will be wasted.)

This spell can be used offensively to hurl an item into an enemy. The item hits the individual in its path with the caster's THAC0, with a +3 bonus to the roll. The missile is considered a +3 magical weapon for purposes of hitting an opponent but has no damage bonus (note that items projected by the *catapult* spell penetrate the *protection from normal missiles* spell). The damage caused depends on the item catapulted but uses the guidelines provided.

Notes: Uncommon spell. Known to be in *Detho's Libram*.

Catapult Damage Guidelines

Weapon	As normal weapon +1
Small item	2-3 points
Large item (2-3 lbs.)	2-4 points

Catastrophe, Caddelyn's

See Caddelyn's catastrophe.

Cathala's Compulsion (Enchantment/Charm)

Level: 6

Range: 40 ft.

Components: V, S, M

Casting Time: 6

Duration: Maximum 1 rd./level

Area of Effect: 1 being

Saving Throw: Neg.

This spell, named for its creator, is cast on any one being. If the being successfully makes a saving throw vs. spell, the *Cathala's compulsion* is wasted. If the saving throw fails, the victim is forced to charge at the caster until the caster ends the magic (typically just before impact), the victim manages to touch (usually to smash into) the caster, or when 1 round per caster level has elapsed.

A victim who is prevented from reaching the caster by a barrier or foe single-mindedly tries to climb, get past, or batter down the barrier to get to the caster. Victims leave themselves vulnerable to attacks from other beings in their single-minded attempts. The victim can ready any weapons within reach while charging, and the caster can similarly prepare while the victim is en route, even casting spells if time allows (if the victim is hampered or slowed, perhaps).

A charging creature moves at one-and-a-half times its full movement rate, has an attack bonus of +2, and can inflict double damage with certain

weapons (such as a lance). Charging victims also lose all Dexterity-based Armor Class bonuses and have a base Armor Class penalty of -1. If a charging victim is met with set spears or pole arms, the opponents gain -2 on their initiative rolls and can inflict double damage with the set weapons.

The material component of this spell is a copper hook of any size attached to a string, thread, or piece of fishing line.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Cause Blindness or Deafness (Necromancy)

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Neg.

The *cause blindness or deafness* spell inflicts the chosen disability on a creature if a successful touch attack is made and the creature touched fails a saving throw vs. spell. The blindness or deafness inflicted is of a magical nature.

- **Blindness:** The creature suffers a -4 penalty to its attack rolls, a +4 penalty to its Armor Class, and a +2 penalty to its initiative rolls.

- **Deafness:** The creature suffers a -1 penalty to its surprise roll, a +1 penalty to its initiative rolls, has a 20% chance of spell failure for spells with verbal components, and can react only to what it can see or feel.

The affliction can be removed by an appropriate curing spell or by the caster, who can negate the affliction at will. The *dispel magic* spell is not effective. Unlike the 3rd-level priest spell, *cure blindness or deafness*, this spell has no reversed form. This spell is often used in combination with the second-level *spectral hand* spell. Casting this spell is an evil act.

Notes: Restricted to necromancers and evil witches; uncommon.

Cause Critical Wounds

(Necromancy)

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 5
 Duration: Instantaneous
 Area of Effect: Creature touched
 Saving Throw: None

The *cause critical wounds* spell inflicts $3d8+3$ points of damage if a successful touch attack is made; the caster has a +2 bonus to the attack roll. Noncorporeal, nonliving, and extraplanar creatures are not affected by the spell, except undead, which are cured. The damage must be healed naturally or cured with magic. Unlike the 5th-level priest spell, *cure critical wounds*, the spell has no reversed form. Casting this spell is an evil act.

The material component is paste rubbed on the hands and activated by a command word. The cost to produce the paste is 150 gp, which makes enough for three castings.

Notes: Restricted to necromancers and evil witches; uncommon.

Cause Disease

(Necromancy)

Level: 3
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: Instantaneous
 Area of Effect: Creature touched
 Saving Throw: Neg.

The *cause disease* spell afflicts the creature touched with a *debilitating* or *fatal* disease at the caster's option. The spell must be delivered by a successful touch attack. The creature touched must immediately make a successful saving throw vs. spell. Failure means the creature contracts the disease selected by the caster. The disease must run its course naturally or be cured with magic (a *cure disease* spell or equivalent; a *dispel magic* spell is not effective). Lycanthropy cannot be caused by this spell.

Unlike the 3rd-level priest spell, *cure disease*, this spell has no reversed form. The spell can be used in combination with the 2nd-level *spectral hand* spell. Casting this spell is an evil act.

• *Debilitating*—The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced

to 2 or less, at which time the creature is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease also affects hit points, uses the more severe penalty. Natural recovery requires 1d3 weeks.

• *Fatal*—This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal only at 10% of the natural rate. The disease is fatal in 1d6 months, and can be cured only by magical means. Each month the disease progresses, the creature loses 2 points of Charisma permanently.

Notes: Restricted to necromancers and evil witches; uncommon.

Cause Light Wounds

(Necromancy)

Level: 1
 Range: Touch
 Components: V, S, M
 Casting Time: 1
 Duration: Instantaneous
 Area of Effect: Creature touched
 Saving Throw: None

The *cause light wounds* spell inflicts 1d8 points of damage if a successful touch attack is made. Noncorporeal, nonliving, and extraplanar creatures are not affected by the spell, except for undead, which are cured. The inflicted damage must be healed naturally or cured with magic. Unlike the 1st-level priest spell, *cure light wounds*, this spell has no reversed form. This spell is often used in combination with the 2nd-level *spectral hand* spell. Casting this spell is an evil act.

The material component is paste rubbed on the hands and activated by a command word. The cost to produce the paste is 75 gp, which makes enough for three castings.

Notes: Restricted to necromancers and evil witches; uncommon.

Cause Serious Wounds

(Necromancy)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

The *cause serious wounds* spell inflicts $2d8+1$ points of damage if a successful touch attack is made. Noncoporeal, nonliving, and extraplanar creatures are not affected by the spell, except for undead, which are cured. The inflicted damage must be healed naturally or cured with magic.

Unlike the 4th-level priest spell, *cure light wounds*, this spell has no reversed form. This spell is often used in combination with the 2nd-level *spectral hand* spell. Casting this spell is an evil act.

The material component is paste rubbed on the hands and activated by a command word. The cost to produce the paste is 200 gp, which makes enough for four castings.

Notes: Restricted to necromancers and evil witches; uncommon.

Cause Serious Wounds, Deathmaster's

See deathmaster's vial.

Celerity, Mordenkainen's

See Mordenkainen's celerity.

Celestial Army — Elf

(Elven High Magic)

Level: 9

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

This high magic spell is reserved for use only in the most dire of emergencies, when the elf homeland itself is threatened. When cast, this spell summons a host of beings from the upper planes who will fight on the side of the caster. Roll $1d10$ and refer to the following table to determine the type and number of creatures summoned.

Die Roll

1	1-3 Astral Devas
2	1 Light Aasimon
3	3-18 Lantern Archons
4	1-6 Sword Archons
5	5-20 Bariaur
6	1 Celestial Lammasu
7	1-3 Phoenixes
8	2-20 Reverend Ones
9	10d10 Einheriar
10	1 Adamantine Dragon

The summoned creatures will serve until the enemy is defeated or until they are slain. Slain creatures vanish with any gear they carry and return to their home plane.

The material components of this spell is a candle that must be burned at an altar crafted of precious metals and worth at least 1,000 gp.

Notes: Restricted to elves able to cast elven High Magic. Used for the defense of the elven homeland (for example, Evermeet Island).

Cerulean Traverse, Tymessul's

See Tymessul's Cerulean traverse.

Cervate's Summoning

(Conjuration/Summoning)

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 3

Duration: 2 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell is a variation of the 3rd-level spell *monster summoning I*. However, only one creature of 1 to 2 Hit Dice or levels is summoned. The caster determines the exact creature to be summoned. If the caster tries to summon a creature that is no longer living or has more Hit Dice than the spell effects, the spell fails. The creature arrives in $1d4$ rounds and remains for 2 rounds, plus one round per caster level (7 rounds at 5th level, 8 at 6th, etc.). When the spell expires, the summoned creature is always returned to the exact spot it was drawn from.

Being summoned so unceremoniously can be a blessing, in certain circumstances. If the subject of the spell is snatched away from the jaws of death, the monster that owns those jaws may move on before the summoned one returns. A creature who has fallen into a pit may welcome the summoning, as it will give his compatriots, several minutes to figure out how to save him

when he returns. On the other hand, the summoning could just postpone a nasty doom.

The material components for this spell are a tiny bag, a lit candle, and a token from the creature (a scale or tuft of hair will do), which is destroyed in the casting.

Notes: Very rare. (Updated from *DUNGEON* Magazine.)

Chain Contingency

(Evocation)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 2 turns

Duration: 1 day/level

Area of Effect: The caster

Saving Throw: None

This powerful spell is similar to the 6th-level *contingency* spell. Chain contingency allows the caster to designate either two or three spells that will take effect automatically under a specific set of conditions. In other words, when a set of conditions is met, the designated spells are "cast" immediately without the caster's intervention.

Chain contingency must be cast together with the spells it is to trigger. The caster can choose either two spells to occur simultaneously or three spells to occur consecutively, one per round. Spells must be of 8th level or lower. Only the 6th-level *contingency* spell cannot be included. The casting time of 2 turns includes the casting of the spells to be triggered.

Unlike the *contingency* spell, spells "stored" in chain contingency can affect creatures other than the caster. These instructions must be carefully worded; the spell obeys the letter of its instructions and not the caster's intentions.

In casting chain contingency, the wizard defines the conditions that will trigger the "stored" spells. This definition must be carefully worded, but can be as limiting or general as the caster desires. The caster also states the exact order, target, range, and manner in which the stored spells are to be cast.

The spell has several limitations in triggering its spells. It does not have any powers of discernment; thus, an instruction to "target the highest level enemy" is not possible. Furthermore, the conditions cannot involve a delay; a spell cannot be ordered to trigger "three turns after I sneeze."

When the named conditions are met, the *chain contingency* is automatically triggered. If all specifics of casting a spell are not specified (e.g.,

target or area of effect), the effect is automatically centered on the caster.

Possible triggers might include a fall from a distance greater than the caster's height, the appearance of the first beholder within 30 feet of the caster, or the wizard pointing his finger and pronouncing a specified word.

Only one *chain contingency* can be placed on the spellcaster at any one time. If a second is cast, the first *chain contingency* is cancelled. It is possible to have both a *contingency* and a *chain contingency* operating at the same time, provided that there is no overlap in the conditions specified for triggering the two spells.

Spells triggered by the *chain contingency* have a casting time of 1. If the spell is triggered under conditions that are impossible to fulfill, it fails. If one of the spells in a series cannot be fulfilled, the remaining spells in the series are lost. Normal conditions, including line of sight to the target, must be fulfilled. All spells originate from the caster; thus, it is not possible for a caster to teleport and leave behind a series of *fireballs* to blast his enemies. In this case, the fireballs would either fail or destroy something at the caster's destination.

The material components are (in addition to those of the companion spells) 500 gp worth of quicksilver; a gem of at least 1,000 gp value; and an eyelash from an ogre mage, ki-rin, or similar spell-using creature. The spell also requires a small ivory statuette of the wizard (which is not destroyed) that must be carried by the spellcaster in order for the *chain contingency* to perform its function when triggered.

Notes: Uncommon spell (*ToM*).

Chain Lightning

(Evocation)

Level: 6

Range: 40 yds. + 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: Special

Saving Throw: 1/2

This spell creates an electrical discharge that begins as a single stroke of lightning, $2\frac{1}{2}$ feet wide, commencing from the fingertips of the caster. Unlike a *lightning bolt* spell, chain lightning strikes one object or creature initially, then arcs to a series of other objects or creatures within range, losing energy with each jump.

The bolt initially inflicts 1d6 points of damage

per level of the caster, to a maximum of 12d6 (half damage if the object or creature rolls a successful saving throw vs. spell). After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt.

The chain can strike as many times (including the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. Thus, a bolt cast by a 12th-level wizard can strike up to 12 times, causing less damage with each strike. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike.

Direction is not a consideration when plotting chain lightning arcs. Distance is a factor—an arc cannot exceed the spell's range. If the only possible arc is greater than the spell's range, the stroke fades into nothingness. Creatures immune to electrical attack can be struck, even though no damage is taken. Note that it is possible for the chain to arc back to the caster!

The material components are a bit of fur, a piece of amber, glass, or crystal rod, and one silver pin for each experience level of the caster.

Notes: Common spell (*PHB*).

Chameleon

(Illusion/Phantasm)



Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell alters the coloration of the creature to match the surrounding background. This allows the creature to blend in with the surroundings, making it difficult to spot and attack. At distances greater than 30 feet, the creature cannot be spotted (although it can be seen if pointed out by someone standing closer). At 30 feet or closer, the creature is treated as if it has a 20% chance to hide in shadows, although it is not required to remain still. In addition, a creature that can hide in shadows gains a bonus of 20% to its normal chance of success if it remains still.



Those firing missile weapons at a creature protected by the *chameleon* spell suffer a -4 penalty to their attack rolls.

When moving through areas where the background changes gradually (such as stepping from the edge of a forest into a green field), the *chameleon* coloration changes automatically. When the background changes abruptly (from forest to gray stone wall), one round is required to for the color to change.

The material component for this spell is the shed skin of a small lizard.

Notes: Common in oriental settings; otherwise very rare.

Change Form

(Alteration)

Level: 8

Range: Touch

Casting Time: 8

Components: V, S, M

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

When the *change form* spell is evoked, the caster begins a process that will eventually end with the complete metamorphosis of the recipient into an entirely new creature. The change induced by the spell is total in every respect, both physical and mental. It occurs regardless of the size of the recipient. The resultant creature can be as tiny as an ant, or as huge as a whale. The new form cannot have more Hit Dice than the subject presently possesses, and it must be a living creature native to the Prime Material Plane (thus tenar'ri, undead, baatezu, magical constructs, elemental creatures, and unique entities are not possible choices).

An initial saving throw vs. polymorph is allowed to negate the effects of *change form*, but if this is failed, only a *wish* can stop the transformation, which takes place over several weeks. Furthermore, a *wish* can only stop the process, not reverse it, once the physical phase of the transformation is complete. A second *wish* can be used to reverse the process, allowing the subject to return to normal at the same rate as the initial change. A third *wish* speeds up the rate of recovery so that it takes but one day.

If the saving throw is failed, then immediately after the spell is completed, all characteristics of the subject, including ability scores, alignment, form, Armor Class, Hit Dice, etc., move one place toward those of the end creature; for every 10 days following the spell's casting, they change

one further position. Size is altered at the rate of 1 foot and 40 lbs. of gain or loss per day. For example, an 8th-level fighter who began to change form into a pech would immediately gain a natural Armor Class 9; ten days later he gains AC 8; twenty days later he gains AC 7; and forty days after that, AC 3. During this time, the fighter would have lost four of his Hit Dice, become neutral good, and otherwise assumed the appearance, size, form, and general characteristics of an average pech.

The DM arbitrates these changes. When all of the subject's statistics conform to those of the new form, the individual loses all class abilities. Thus, if we assume that our fighter's change is complete on the 70th day, he then loses his fighting ability and now attacks as a 4 Hit Die monster.

One week after the physical phase of the transformation is complete, the subject loses all previous memories (except for rudimentary facts about himself, such as his name, place of birth, and so forth) and other functions associated with his previous form such as racial abilities. Instead, he gains all the special abilities (such as magic resistance, special attacks, special defenses, etc.) of his new form, becoming in every respect a member of his new race.

However, in some cases, the *change form* spell may not be total: Memories and other mental functions, such as Intelligence and psionics, might be retained in the being's new form if the new form is basically the same as the old form (for example, humanoid to humanoid, avian to avian, etc.).

Once the metamorphosis is complete, the recipient grows and ages normally as a member of his new race. He is able to use all natural abilities of his new form, such as flight and other special movement modes, as if he were born to them, though he may not be able to speak the language of his new form.

The material component of the spell is a vial of acid, in which at least 5,000 gp worth of powdered moonstone has been dissolved during a full moon. The vial must be broken upon the subject within one round of the completion of the spell. The acid causes no damage to the recipient who fails the save, although one who successfully saves takes 2d4 points of damage.

Notes: Very rare. Known to be in *Laendar's Book of Metamorphoses*. (Updated from *DRAGON Magazine*)

Change Self

(Illusion/Phantasm)

Level: 1

Components: V, S

Range: 0

Casting Time: 1

Duration: 2d6 rds. + 2 rds./level

Area of Effect: The caster

Saving Throw: None

This spell enables the wizard to alter the appearance of his form—including clothing and equipment—to appear 1 foot shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster cannot duplicate a specific individual. The spell does not provide the abilities or mannerisms of the chosen form. The duration of the spell is 2d6 rounds plus two additional rounds per level of experience of the spellcaster. The DM may allow a saving throw for disbelief under certain circumstances: for example, if the caster acts in a manner obviously inconsistent with his chosen role. The spell does not alter the perceived tactile (i.e., touch) properties of the caster or his equipment, and the ruse can be discovered in this way.

Notes: Common spell (*PHB*).

Chant*Aka* chant of the Red Wizards.**Chant of the Red Wizards**

(Enchantment)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Concentration (chanting)

Area of Effect: 30-ft. radius

Saving Throw: None

This specialty spell of the Red Wizards of Thay is like the 2nd-level priest spell of the same name. By means of the *chant of the Red Wizards* spell, the Red Wizard brings special favor upon himself and his party, and causes harm to his enemies. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the Red Wizard gain +1 bonuses, while those of enemies suffer -1 penalties. This bonus/penalty continues as long as the Red Wizard continues to chant the mystic syllables and is stationary. An interruption, however, such as an attack that causes damage, grappling

the chanter, or a *silence* spell, breaks the spell. Multiple chants are not cumulative.

The Red Wizard must have an instrument to accompany the chant.

Notes: Restricted to the Red Wizards of Thay; common.

Chaos

(Enchantment/Charm)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Up to 40-ft. cube

Saving Throw: Special

This spell is similar to the 4th-level *confusion* spell, but only the following beings receive a saving throw: fighters, wizards specialized in enchantments, monsters that use no magic and have an Intelligence of 4 or less, creatures of 21 Intelligence or higher, and creatures with more levels or Hit Dice than the caster's level.

The spell causes disorientation and severe perceptual distortion, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level.

Those allowed saving throws roll them vs. spell with -2 penalties, adjusted for Wisdom. Those who successfully save are unaffected by the spell. Affected creatures react as follows:



D10 Roll	Action
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those affected are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible using their most typical mode of movement (humans walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component for this spell is a small disc of bronze and a small rod of iron.

Notes: Common spell (PHB).

Chaos Shield*

(Abjuration) (Wild)

Level: 2
Range: 0
Components: V, S
Casting Time: 2
Duration: 1d10 rds. + 2 rds./level
Area of Effect: The caster
Saving Throw: Special

Following the discovery of wild magic came the discovery of wild surges and the personal danger such surges create. After several wild mages destroyed themselves by rather spectacular means (or suffered very odd side effects), the *chaos shield* was created as protection from these surges.

This spell imbues the wild mage with special protection against the effects of wild surges. It protects only against wild surges caused by the caster's own spells, not from the effects of another mage's wild surges.

When a wild surge affects a caster protected by *chaos shield*, the caster is allowed a saving throw vs. spell. If the saving throw is successful, the effect of the surge on the caster is negated. If the saving throw is failed, the caster is affected normally by the surge. The spell does not protect against wild surges that might be caused by its own casting.

The *chaos shield* protects only the caster and does not negate the effects of a wild surge for other individuals who might be in the area of effect. The caster cannot voluntarily cancel the protection once he learns the nature of a wild surge; the *chaos shield* protects from both good and harmful effects. Thus, if a wild surge resulted in a *heal* spell for all individuals within 10 feet of the caster, the protected caster might not benefit, while all others in the radius would be healed.

The spell remains in effect until it negates a wild surge or the spell duration expires.

Notes: Restricted to wild mages; uncommon (ToM).

Charge

(Alteration, Conjuration)
(Artifice)

Level: 2
Range: 0
Components: V, S, M
Casting Time: 4 rds.
Duration: Permanent
Area of Effect: 1 object
Saving Throw: Special

The caster of this spell brings forth an electrical charge from the quasi-elemental plane of Lightning. The charge is placed onto an inanimate object or item to protect it from the touch of any but the caster.

The charge cannot be placed on creature or sentient object; in this case, the dweomer fails and the spell is lost. If the caster tries to cast this spell on an object already protected by a warding glyph or spell, then the *charge* fails.

The first living creature to touch the charged object is shocked by an electrical discharge for 2 points of electrical damage per level of the caster (save vs. spell for half damage). The spell will not inflict more than 20 points of damage (a 10th-level caster or better) and will not harm the caster in any event.

The charge is transferred through any conductive material, so it is passed through daggers, metal tools, etc. The charge lasts until triggered by a living creature, dispelled, or negated by the caster (by touching the protected object and dismissing the charge).

The material component is a thin strand of drawn copper wrapped around a small piece of lodestone.

Notes: Very rare. Known to be in the *Blue Book of Du'Morde, Vol. I.* (Updated from *DRAGON Magazine*)

Charm Animals**(Enchantment/Charm)**
(Song)

Level: 5
 Range: 0
 Components: V, S
 Casting Time: 5
 Duration: 1d4 hrs.
 Area of Effect: 30-ft. radius, 2d6+6 animals
 Saving Throw: Neg.

This powerful spell affects normal and giant-sized versions of nonmonstrous animals. Only creatures of animal or semi-intelligence can be affected (1, 2-4). Thus, common wolves or dire wolves would be subject to this spell, but worgs are too intelligent and winter wolves are not normal animals because of their breath weapon and immunity to cold and therefore qualify as monsters. Up to 13-18 animals can be affected for up to 1-4 hours. If the animals are under a magical influence or willing followers of a character such as a ranger or druid, the caster's influence can be contested. Both the caster and the original master roll Reaction checks, applying normal modifiers based on Charisma scores. The individual with the lower modified roll wins the contest. The caster gains a special -2 bonus to this check in addition to any other modifiers that may apply.

If the original master fails, the each animal must successfully make a saving throw vs. spell or be charmed. If there are more animals than the caster can affect, *charm animals* affects the lowest Hit Dice animals first. Any creature that has suffered damage from any action of the caster during the same encounter is immune to the effects of this spell.

Charmed animals regard the caster as a trusted ally. They do not gain any ability to understand her speech, but they instinctively protect her from hostile creatures or foes, and may follow more complex orders or suggestions if the caster finds a way to make his wishes known. Self-destructive orders are ignored. If the caster harms or attempts to harm an affected creature, the spell is negated.

Notes: Restricted to witches, to kits with exceptional animal affinities, and to those of gypsy blood; common. (Updated from *DRAGON Magazine*)

Charm Man I**(Enchantment/Charm)**
(Song)

Level: 1
 Range: 0
 Components: V, S
 Casting Time: 1
 Duration: 1d4 + 1 turns
 Area of Effect: 15-ft. radius
 Saving Throw: Neg.

The caster must have a Charisma score of at least 11 to cast this spell. The spell affects up to 5-8 men of 3rd level or less in a 15-foot radius, and has a duration of 2-5 turns. "Man" is defined as any male human, demihuman, or humanoid creature of large size (L) or less and 3 Hit Dice or less. It affects them much as a *charm person* spell, in that the words and requests of the caster will be seen in the most favorable light. If the caster harms or attempts to harm an affected creature, the spell is negated. The spell won't work on any man who has taken damage from any other action of the caster in the current encounter.

A leader with the group of men can negate the charm immediately if the leader's Charisma plus a roll of 1d8 is six points or more higher than the witch's Charisma. If the spell is not negated by a leader, 5-8 men (1d4+4) of 3rd level or less within the area of effect must attempt a saving throw vs. spell.

A successful saving throw negates the effect of the spell for that man only. If there are more than eight men of 3rd level or less in the area, the lowest-level men are affected first (these count against the spell limit even if they make their saving throws).

Notes: Restricted to female spellcasters; common for witches; otherwise rare. (Updated from *DRAGON Magazine*)

Charm Man II

(Enchantment/Charm)
(Song)

Level: 2
Range: 0
Components: V, S
Casting Time: 2
Duration: 1d6 + 4 turns
Area of Effect: 1d6+6 men in a 20-ft. radius
Saving Throw: Neg.

A more powerful version of *charm man I*, this spell resembles it, except that it affects up to 7–12 men of 4th level (or Hit Dice) or less, and the duration is extended to 5–10 full turns. “Man” is defined as any male human, demihuman, or humanoid creature of large size (L) or less and 3 Hit Dice or less. As with the 1st-level spell, the caster’s influence can be contested by a leader among the subjects; roll Reaction checks for both the caster and the leader, applying normal Reaction check modifiers based on Charisma scores. The individual with the lower modified roll wins the contest. The caster gains a special –2 bonus to this check in addition to any other modifiers that may apply.

If the leader fails, the men must each attempt a

saving throw vs. spells or be *charmed*. If there are more men within range than the caster can affect, the lowest-level men are affected first (these count against the spell limit even if they make their saving throws).

Charmed subjects regard the caster as a trusted ally. They follow her suggestions and protect her from harm, although self-destructive orders are ignored. If the caster harms or attempts to harm an affected creature, the spell is negated. The spell won’t work on any man who has taken damage from any other action of the caster in the current encounter. Note that ogres and quadrupeds such as centaurs can be affected.

Notes: Restricted to female spellcasters; common for witches; otherwise rare. (Updated from *DRAGON Magazine*)

Charm Man III

(Enchantment/Charm)
(Song)

Level: 8
Range: 0
Components: V, S
Casting Time: 8
Duration: 1d6 + 6 turns
Area of Effect: 1d8+8 men in a 20-ft. radius
Saving Throw: Neg.

The strongest of the *charm man* spells, *charm man III* allows the caster to affect up to 9–16 men of 5th level or lower within a 20-foot radius. “Man” is defined as any male human, demihuman, or humanoid creature of large size (L) or less and 3 Hit Dice or less. Alternately, the spell can be cast on a single male creature of any level or Hit Dice. While it will not affect undead of any sort, creatures normally resistant to *charm* spells, such as elves, are not resistant to this spell.

As with the *charm man I* spell, the caster’s influence can be contested by a strong leader figure among the intended subjects; roll Reaction checks for both the caster and the leader, applying normal Reaction check modifiers based on Charisma scores. The individual with the lower modified roll wins the contest. The caster gains a special –2 bonus to this check in addition to any other modifiers that may apply.

If the leader fails to contest the witch’s influence, the subjects must each attempt a saving throw vs. spells or be charmed. If there are more men within range than the caster can affect, the spell affects the lowest-level men first (these count against the spell limit even if they make their saving throws).



The charmed subjects regard the caster as a trusted ally. They follow her suggestions and protect her from harm, although self-destructive orders are ignored. The spell lasts for 7 to 12 full turns. The spell won't work on any man who has taken damage from any other action of the caster in the current encounter. If the caster harms or attempts to harm an affected creature, the spell is negated for that particular subject.

Notes: Restricted to female spellcasters; common for witches; otherwise rare. (Updated from *DRAGON Magazine*)

Charm Monster (Enchantment/Charm) (Song)

Level: 4
Range: 60 yds.
Components: V, S
Casting Time: 4
Duration: Special
Area of Effect: 1 or more creatures in a 20-ft. radius
Saving Throw: Neg.

This spell is similar to a *charm person* spell, but it can affect any living creature—or several low-level creatures. The spell affects 2d4 Hit Dice or levels of creatures, although it only affects one creature of 4 or more Hit Dice or levels, regardless of the number rolled.

All possible subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage inflicted by the caster or his allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully (see the *suggestion* spell). If communication is not possible, the creature does not harm the caster, but others in the vicinity may be subject to its intentions, hostile or otherwise. Any overtly hostile act by the caster breaks the spell, or at the very least allows a new saving throw against the charm. Affected creatures eventually come out from under the influence of the spell. This is a function of the creature's level (i.e., its Hit Dice).

Monster Level or Hit Dice	% Chance Per Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3+2	10%
3rd or up to 4+4	15%
4th or up to 6	25%
5th or up to 7+2	35%
6th or up to 8+4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

The exact day of the week and time of day is secretly determined by the DM.

Notes: Common spell (*PHB*).

Charm Person (Enchantment/Charm) (Song)

Level: 1
Range: 120 yds.
Components: V, S
Casting Time: 1
Duration: Special
Area of Effect: 1 person
Saving Throw: Neg.

This spell affects any single person it is cast upon. The term *person* includes any bipedal human, demihuman or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not.

The person receives a saving throw vs. spell to avoid the effect, with any adjustment due to Wisdom (see Table 5). If the person receives damage from the caster's group in the same round the *charm* is cast, an additional bonus of +1 per hit point of damage received is added to the victim's saving throw.

If the spell recipient fails his saving throw, he regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed person would not obey a suicide command, but he might believe the caster if assured that the only chance to save the caster's life is for the person to hold back an onrushing red dragon for "just a minute or two." Note also that the spell does not endow the caster with linguistic capabil-



ties beyond those he normally possesses (i.e., he must speak the victim's language to communicate his commands).

The duration of the spell is a function of the charmed person's Intelligence and is tied to the saving throw. The spell can be broken if a successful saving throw is rolled, and this saving throw is checked on a periodic basis, according to the creature's Intelligence (see the following table). If the caster harms, or attempts to harm, the charmed person by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed person, the *charm* spell is broken.

If two or more *charm* effects simultaneously affect a creature, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells.

Note that the subject has full memory of the events that took place while he was charmed.

Intelligence Score	Time Between Checks
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or more	1 day

The time between checks is the time period during which the check occurs. When to roll the check during this time is determined (randomly or by selection) by the DM. The roll is made secretly.

Notes: Common spell (PHB).

Charm Plants (Enchantment/Charm) (Song)

Level: 7
Range: 30 yds.
Components: V, S, M
Casting Time: 1 turn
Duration: Permanent
Area of Effect: 10 x 30 ft.
Saving Throw: Neg.

The *charm plants* spell enables the spellcaster to bring under command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell

will charm plants in a 30-foot x 10-foot area. While the spell does not endow the vegetation with new abilities, it does enable the wizard to command the plants to use whatever they have in order to fulfill his instructions. If the plants in the area of effect do have special or unusual abilities, these are used as commanded by the wizard.

For example, this spell can generally duplicate the effects of the 1st-level priest spell *entangle*, if the caster desires. The saving throw applies only to intelligent plants, and it is made with a -4 penalty to the die roll.

The material components of the spell are a pinch of humus, a drop of water, and a twig or leaf.

Notes: Common spell (PHB).

Charm Undead (Necromancy)

Level: 4

Range: 60 yds.

Components: V, S

Casting Time: 4

Duration: Special

Area of Effect: 1 undead creature

Saving Throw: Neg.

This spell is a necromancer's version of *charm monster*. By means of this spell, the wizard can bring one or more undead monsters of Hit Dice equal to or less than his level under his influence.

A mindless undead such as a common zombie or skeleton equal in number to the caster's level is affected without a saving throw and will serve until the charm is countered or until it is destroyed.

A single undead creature of at least semi-intelligence (Intelligence of 2 or more) can be affected. The undead creature receives a saving throw vs. spell to negate the effect, but an undead of half the caster's Hit Dice or less suffers a -3 penalty to its saving throw.

The affected undead regards the wizard as its lord and master, whose edicts are to be obeyed without hesitation. The charmed creature follows all but the most outrageous or self-destructive orders. If communication is not possible, the creature does not harm the caster and stands waiting for instructions (although it will defend itself if attacked). Any overtly hostile act by the caster breaks the spell. Affected creatures eventually escape the spell's influence; the chance to do so varies with the creature's Hit Dice (see table).

Undead Hit Dice	Escape % Chance/Week
Up to 2 HD	5%
3 to 4 HD	10%
5 HD	15%
6 HD	25%
7 HD	35%
8 HD	45%
9 HD	60%
10 to 11 HD	75%
12 ⁺ HD	90%

The DM should secretly determine the exact time or day of the subject's escape from the spell's influence. Powerful undead will usually (75% chance) seek to attack the wizard when the spell ends.

Notes: Restricted to necromancers; uncommon.



Chastise (Enchantment/Charm) (Song)

Level: 3
Range: 20 feet
Components: V
Casting Time: 3
Duration: 1 day/level
Area of Effect: 1 creature
Saving Throw: Neg.



This spell is used to verbally chastise any individual who somehow offends the wizard. The offense must be real (e.g., if a wizard catches someone trying to pick his pocket). If the wizard tries to chastise someone for an imagined slight, the spell has no effect.

If the target fails his saving throw, he will feel an overwhelming need to abase himself before the caster. The target must perform menial services for the wizard for the duration of the spell, all the while apologizing profusely for doing anything that might further offend the wizard. The menial tasks that are performed may include, but are not limited to, carrying luggage, hauling refuse, shining shoes, and washing clothes. In no case can the task performed cause personal injury to the affected individual or otherwise endanger his person.

This spell is a favorite among the elitist wizards and is often used to provide a lesson for lesser individuals who interact with the wizard.

Notes: Common in arabian settings; otherwise very rare.

Chill Fire (Alteration)

Level: 3
Range: 10 yds.
Components: V, S, M
Casting Time: 2
Duration: 1 turn/level
Area of Effect: 40-yd. radius
Saving Throw: None or Neg.



The *chill fire* spell functions only in the phlogiston, and casting it in other surroundings is useless. In the phlogiston, however, the spell reduces the flammable nature of the phlogiston for one full turn per level of the caster. A 15th-level wizard could reduce the flammability of an area the size of his ship for 15 turns.

When this spell is in effect, the flammable

nature of phlogiston is reduced. Though a *fireball* spell will still center on the spellcaster who created it, the damage caused by the fire will be normal. This applies to both magical and nonmagical fire.

The material component of the chill fire spell is a sliver of glass or ice.

Notes: Common for spellcasters from a spell-jamming culture; otherwise very rare.

Chill Touch

Aka lich touch, discontinued usage.

Chill Touch

(Necromancy)

(Shadow)

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 3 rds. + 1 rd./level

Area of Effect: The caster

Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. The touched creature must roll a successful saving throw vs. spell or suffer 1d4 points of damage and lose 1 point of Strength. If the save is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every other successful touch. Lost Strength returns at the rate of 1 point per hour. Damage must be cured magically or healed naturally.

This spell has a special effect on undead creatures. Undead touched by the caster suffer no damage or Strength loss, but they must successfully save vs. spell or flee for 1d4 rounds, plus 1 round per level of the caster.

Notes: Common spell (PHB).

Chime of Release, Otto's

See Otto's chime of release.

Choke

(Conjuration/Summoning, Necromancy)

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: One creature, ogre size or less

Saving Throw: $\frac{1}{2}$

By means of choke, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demihuman, or humanoid of ogre size or less and must be within 30 yards of the caster. The hands will choke and strangle the affected victim for the duration of the spell. Each round, the victim suffers 1d4 points of damage from the choking hands, however, a victim who makes a successful saving throw suffers half damage each round (round up). The victim makes all attack rolls at a -2 penalty while affected by spell.

The *choke* spell can be negated by *dispel magic* or a similar spell; the victim cannot wrench the ethereal hands away from his neck. The spell ends if the caster dies or loses consciousness.

The material component for this spell is a handkerchief or similarly sized piece of cloth that has been tied in a knot.

Notes: Uncommon for conjurers and necromancers; otherwise rare.





Chromatic Blade

(Alteration)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creates 1 blade

Saving Throw: None

This spell creates a shimmering blade of constantly changing hue, of needle-width and magical sharpness. The blade glows at all times with a gleaming shimmering radiance that flickers between colors continually and uncontrollably. It is safe to touch a *chromatic blade* only at its hilt or guard; the blade itself is all edges and even its lightest touch will cause harm.

While the blade can be wielded by any creature, the caster can will it out of existence when he chooses. The blade is considered a +1 magical weapon for attack purposes (no damage bonus). It weighs nothing and makes no sound upon impact. Its merest touch inflicts 2d4 points of damage and it can sever extremities like a *sword of sharpness* (see table). If a sever result is

achieved against an individual in +3 or better magical armor the *chromatic blade* shatters into shards of colored light without inflicting any harm at all.

Opponent	Score to Sever*
Normal/armored	19-21
Larger than man-sized	20-21
Solid metal or stone	21

* Natural roll, considering only the blade's +1 attack bonus.

The bearer of a *chromatic blade* is protected from *color spray* attacks, which will shatter upon the blade as soon as they come into contact it. A *prismatic spray* can be likewise scattered but the blade loses 2d6 rounds of duration. The blade can destroy one color of a *prismatic sphere* or one color of a *prismatic wall* upon contact but the blade is destroyed.

A great blow can be struck with the blade so as to shatter the entire sphere or wall, but has a 50% chance to suffer the effects of all of the colors simultaneously (any saving throws are allowed) while leaving the barrier intact.

A *chromatic blade* can be destroyed by a successful *dispel magic*, *disintegrate*, or properly worded *limited wish*. It cannot be physically damaged in any way by weapons of less than +3 enchantment although it can be parried or blocked like a normal blade. A *chromatic blade* is not affected by changes in light or darkness or by magnetic effects. The blade cannot be mentally wielded or influenced from a distance except for the caster willing it out of existence.

The material component of this spell is a small lightning-tempered dagger set with gems of the seven spectrum colors, the total worth no less than 100 gp.

Notes: Very rare spell. Known to be in *Tasso's Arcanabula*.

Chromatic Orb

(Alteration, Illusion)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: Creates 1 orb

Saving Throw: Neg.

This spell causes a 4-inch-diameter sphere to appear in the caster's hand. Within the limits

described below, the sphere appears in a variety of colors; each color indicates a different special power. The caster can hurl the sphere at an opponent up to 30 yards away, providing there are no barriers between the caster and the target. If the target is no more than 10 yards away, the caster's attack roll is made with a +3 bonus. If the target is 11-20 yards away, the caster's roll is made with a +2 bonus. If the target is 21-30 yards away, the caster's roll is made with a +1 bonus.

If the chromatic orb misses its target, it dissipates without effect. If the target creature makes a successful saving throw, the chromatic orb is also ineffective. Otherwise, the color of the orb determines the amount of damage inflicted and its special power, as summarized on the table; details of the special powers are listed below. The caster can create a single orb of any color listed for his level or lower; for instance, a 3rd-level wizard can create an orange, red, or white orb.

The material component for this spell is a gem of the appropriate hue or any diamond. The gem must have a value of at least 50 gp.

Light (pearly white): Light from the orb causes the victim to become surrounded by light to a radius of 20 feet, as if affected by a *light* spell. The effect lasts for 1 round, during which time the creature attacks and saves at a -4 penalty, and its AC is penalized by 4.

Heat (ruby red): Heat from the orb is intense enough to melt 1 cubic yard of ice. The creature loses 1 point of Strength and 1 point of Dexterity (if no ability scores are given, attacks are -1 to hit and AC is penalized by 1) for 1 round.

Fire (flame orange): Fire from the orb ignites all combustible materials within 3 feet of the target.

Blindness (amber yellow): The orb causes blindness (-4 to attacks and saving throws, AC worse by 4) for 1 round per level of the caster.

Stinking Cloud (emerald green): Gas from the orb in a 5-foot-radius noxious cloud forces save vs. poison or the creature is reeling and unable to attack for 2-5 rounds.

Magnetism (turquoise blue): Magnetism from the orb has an effect only if the victim is wearing ferrous armor. The armor becomes magically magnetized for 3-12 (3d4) rounds. Other iron objects within 3 feet of the caster will stick tightly to the magnetized armor; only *dispel magic* or a similar spell can release the stuck items before the duration expires.

Paralysis (sapphire blue): The creature must

save vs. paralyzation or be paralyzed for 6-20 (2d8+4) rounds.

Petrification (amethyst violet): Petrification from the orb turns the victim to stone. A successful saving throw vs. petrification still paralyzes a creature of half the caster's level or less for 2-5 (1d4+1) rounds.

Death (ebony black): The creature dies unless a successful saving throw vs. death magic is made. Success slows the creature (as the 3rd-level spell) for 2-8 (2d4) rounds.

Chromatic Orb Effects

Level of Caster	Color of Orb Generated	Points of Damage	Special Power
1st	White	1-4	Light
2nd	Red	1-6	Heat
3rd	Orange	1-8	Fire
4th	Yellow	1-10	Blindness
5th	Green	1-12	Stinking Cloud
6th	Turquoise	2-8	Magnetism
7th	Blue	2-16	Paralysis
10th	Violet	paralysis	Petrification
12th	Black	slow	Death

Notes: Uncommon for illusionists; otherwise rare.

Churn Water

Reversed form, see calm water.

Circle — Red Wizard (Evocation)

Level: 1

Range: Touch

Components: V, S

Casting Time: Special

Duration: Special

Area of Effect: 1 wizard

Saving Throw: None

Through use of this spell, the apprentices and allies of a Red Wizard add their power to his, giving him an additional number of spells to cast. The Red Wizard has the number of spells per day of a wizard of his level plus the levels of the wizards in the circle (see table). This has an upper level of 30th level, but does not allow the caster any spells of a greater level than he can normally memorize. The *circle* spell only increases the number of spells that can be memorized; it does not increase the caster's level for the purpose of casting an individual spell, *dispel*

magic, and so on.

For example, a 12th-level Red Wizard has a circle of three 3rd-level and three 1st-level apprentices. He has the spell slots of a 24th-level wizard in regard to the number of spells he can cast (five each of 1st through 6th level). He does not get any spells of 7th level or higher, because he cannot cast spells of those levels. He casts all of these spells as if he were a 12th-level caster.

Wizard Spell Progression, Levels 21–30

Level	1	2	3	4	5	6	7	8	9
21	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5
26	6	6	6	6	5	5	5	5	5
27	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	6	6	6	6	6
30	7	7	7	7	7	7	6	6	6

The Casting: All members of the circle must be members of the caster's school or its allied schools. Allied schools are defined as the schools on either side of the wizard's school, as shown under the Schools of Magic diagram in the *PHB* (for example, an illusionist's allied schools are those of Alteration and Enchantment/Charm). A Red Wizard can have as many allies and apprentices in his circle as desired, but the total number of spells the circle allows cannot exceed the abilities of a 30th-level wizard.

To cast this spell, the apprentices join in a circle with the wizard in the center. All participants must have previously memorized the *circle* spell (save the wizard who is to receive the spell's benefits) and must cast it simultaneously. Creating the circle takes a number of rounds equal to the level of the highest apprentice in the circle. (In effect, circles with lower-level apprentices are larger, but cast the *circle* spell faster.) The casting strips the apprentices of all their memorized spells.

The wizard in the center of the circle must be fully rested. Once the spell has been cast, the wizard then memorizes additional spells up to the maximum number of spells allowed. If the wizard leaves the circle, or if it is disrupted in any way (an apprentice killed or the circle broken by an attack, for example), any remaining unmemo- rized spells are lost, though the caster retains any spells memorized before the circle was broken.

After the spells are memorized, the wizard can

leave the circle. All spells memorized while in the circle are retained until cast.

Notes: Restricted to Red Wizards of Thay; but universal for them.

Circle Charm

Reversed form, see circle dance.

Circle Dance —Drow, Red Wizard

(Divination)

(Song)

Reversible

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 rd.

Area of Effect: The caster, a 10-ft. circle

Saving Throw: None

This spell enables the caster to learn something of another creature. The caster dances an intricate, weaving pattern within a 10-foot circular area while concentrating on the target creature and singing a repetitive rhyme ("Reveal to me/For I would see." or the like) that names the target creature concentrated upon.

This naming is a focusing aid, and need not be accurate (nicknames and descriptions can be used). If the spell is successful, the dance ends with the caster receiving mental images and impressions of the target creature. If the sought-after creature is on another plane, that much is made clear—but which plane, and any details of the current surroundings and state of the target, remain unknown.

If the target creature is on the same plane as the caster, the caster gains a vague idea of how distant the target is from the circle, and some indication of the target's current surroundings and physical or mental state (for example, dead, asleep, unconscious, alert, happy, sad, casting a spell, and so on).

The base chance of success is 4% per level of the caster, plus cumulative bonuses as follows:

- +25% if subject is fairly well known to the caster (but +40% if subject is intimately known);
- +10% if subject is upset or excited;
- +15% if subject is currently spellcasting or actively using a magical item;
- +5% if the subject is near (within 1 mile per level of caster).



The total percentile score of the caster determines how much the circle dance reveals. A total of 100% yields a clear mental picture of the target's surroundings, and a precise distance and direction to that locale.

The *circle dance* is not an ESP spell, and does not allow hearing of, or spellcasting at a target (but may, for example, aid the caster in teleportation).

The material component is a gem or gems of not less than 1,000 gp total. These are powdered before spellcasting. The caster sprinkles the powder in a circle of at least 10 feet in diameter on any solid surface (which may be temporary). The circle dance is performed within the area.

The reverse of the spell, *circle charm*, involves the same material component and a reversed dance. It has the effect of hiding the caster (only)

and objects on his or her person from all circle dance, locate object, ESP, know alignment, and other spells that locate and divine the thoughts or nature of creatures. This protection lasts for 1 day per level.

Neither form of this spell affects a *send* or *wizard eye*, or functions as any sort of psionic barrier or protective aid.

Notes: Common for drow and Red Wizards of Thay; uncommon for song mages; rare for others. Known to be in *Shandaril's Workbook*.

Circle of Blindness (Abjuration, Alteration)

Level: 8

Range: 240 yds.

Components: V, S

Casting Time: 8

Duration: 3 turns

Area of Effect: 30-ft. radius

Saving Throw: None

This spell is used to delay and confuse enemies. Within the area of effect, the spell neutralizes normal and magically enhanced vision and hearing. It also suppresses the effects of the following spells: *ESP*, *detect invisibility*, *detect evil/good*, *detect magic*, *locate object*, *seek*, *clairvoyance*, *infravision*, *wizard eye*, and magics of similar effect. The spell also renders useless any magical item that offers any sort of detection ability. It does not affect *true seeing* or *find the path*.

The circle is immobile and victims may blunder out of the area of effect. The only ways to end the spell before it wears off are *wish* spells of any sort, the *dispel enchantment* spell, or the intentional ending of the spell by the caster. All witches are immune to the effects of this spell.

Notes: Common for witches; otherwise very rare. (Updated from *DRAGON Magazine*)

Circle of Flame**(Evocation)****(Fire)**

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a hollow ring of flames up to 10 feet across around the caster. The ring is stationary and does no damage to the caster or any of the caster's worn or carried items. The caster can pass through the ring repeatedly without harm. All other creatures suffer 2d6 points of damage from passing through any part of the ring, and 1d4 points of damage for each lesser contact. In other words, a charging creature that went straight through the circle would sustain 12 points of damage twice—once from each "wall" it encountered.

The circle of flames can be as high as the caster desires, to a maximum of 20 feet, but cannot be made to close at the top, into a sphere. The magic prevents the flames from burning any surface on top of which they appear (such as a door), but ceilings, flying creatures, and overhanging items are not protected.

The material components of this spell are a flint and a bit of ash from any fire.

Notes: Uncommon for Fire mages in the FORGOTTEN REALMS setting; otherwise rare. Virtually unknown elsewhere.

Clairaudience**(Divination)**

Level: 3

Range: Unlimited

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 60-ft. radius

Saving Throw: None

The *clairaudience* spell enables the wizard to concentrate upon some locale and hear in his mind any noise within a 60-foot radius of that point. Distance is not a factor, but the locale must be known—a place familiar to the spell-caster or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.). Only sounds that are normally detectable by the wiz-

ard can be heard by use of this spell. Lead sheeting or magical protections prevent the operation of the spell, and the wizard has some indication that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled; once placed, the sensor is immobile. The spell functions only on the wizard's current plane of existence.

The material component of the spell is a small horn of at least 100 gp value.

Notes: Common spell (PHB).

Clairvoyance**(Divination)**

Level: 3

Components: V, S, M

Range: Unlimited

Casting Time: 3

Area of Effect: Line of sight

Duration: 1 rd./level

Saving Throw: None

Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the wizard to see in his mind whatever is within sight range from the spell locale chosen. Distance from the wizard is not a factor, but the locale must be known—familiar or obvious. Furthermore, light is a factor, as the spell does not enable the use of infravision or magical enhancements. If the area is magically dark, only darkness is seen; if naturally pitch dark, only a 10-foot radius from the center of the spell's area of effect can be seen. Otherwise, the seeing extends to the normal vision range according to the prevailing light. Lead sheeting or magical protection foils a *clairvoyance* spell, and the wizard has some indication that it is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled; once placed, the sensor is immobile. The spell functions only on the wizard's current plane of existence.

The material component is a pinch of powdered pineal gland.

Notes: Common spell (PHB).

Claw, Caligarde's

See Caligarde's claw.



Claws of the Umber Hulk**(Alteration)**
(Earth)

Level: 6
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1 turn/level
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is cast, the subject's hands widen and his fingernails thicken and grow, becoming equivalent in size and power to the iron-like claws of an umber hulk. The transformation takes one full round and is excruciatingly painful, requiring a system shock roll. A failed roll causes the subject to suffer 3d4 points of damage.

The subject can burrow as an umber hulk, cutting through 10 feet of solid stone or 60 feet of soil per turn. The only limitation to this is the subject's stamina; at the end of each turn of burrowing, the subject must succeed a Constitution check or be forced to rest for one turn.

Burrowing through soil does not necessarily create a passable tunnel. If the subject wishes to make a passage in which others can travel or that he can exit when the spell ends, he must dig at a rate of 30 feet per turn. Cutting a tunnel through solid rock does not require extra care or time.

The recipient of this spell can make two claw attacks per round, each inflicting 2d6 points of damage plus any Strength bonuses. Each attack is made with a -2 penalty to hit. This penalty applies until the subject has made two successful consecutive attacks (not necessarily in the same round), at which time he is accustomed to using the claws. The penalty is dropped for the remainder of the spell.

The material component is an umber hulk's claw.

Notes: Uncommon spell (*ToM*).

Cleanse Water**(Abjuration)**
(Province: Sea, Alchemy)
Reversible

Level: 8
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: Instantaneous
 Area of Effect: 20-ft. cube/level
 Saving Throw: None

With this spell, a wizard can cleanse any poison, saltiness, unpleasant taste, or the like from a body of water. He renders it potable and refreshing, cool even in full desert sun. The spell can remove alcohol (and dissolved drugs) from drinks, and turns magical potions into pure water. At higher levels, a wizard can cleanse an entire oasis.

Only one body of liquid can be cleansed at a time, however. A "body" is either the maximum area of effect, or the water within a container or boundary, whichever is smaller. For example, if the spell purifies a bucket of well water, it has no effect on the rest of the well.

Within a closed system, the results of this transformation are permanent; they don't end after any given duration. However, the spell does not prevent water from being polluted again in the future.

More poison can be added to a drink, for example. And a purified pool with an inlet that's polluted will soon be contaminated again. As a general rule, if a body of water has an inlet that is causing the pollution, the cleanliness lasts 1d6 days (this includes oases and wells).

If the spell is cast on a body of water too large

to be cleansed entirely, the surrounding water soon taints the cleansed area again. For example, the wizard can cast the spell upon the ocean itself, creating a pure "pool" amidst the waves. In such a case, the affected area returns to its original state in 5d4 turns. (The wizard might be better served by casting the spell upon a barrel of water.)

The reverse of this spell is *pollute water*. It fouls a body of water with a class H ingested poison (onset in 1 to 4 hours, inflicting 20 points of damage to the drinker, half that if a successful save vs. poison is made). Likewise, *pollute water* can transform a magical potion into a class H poison. The polluted fluid has an acrid, pungent, oily smell; easily detected by those who can smell such things. Other magics may conceal its deadly nature, however.

The effects of *pollute water* are as permanent as those of its reverse. Small amounts of water are permanently tainted, while those with an incoming flow of fresh water clear in 1d6 days. Water within another, larger body returns to normal in 5d4 turns.

The poisoning of wells in civilized areas is regarded as treason throughout the cities and petty kingdoms of the Land of Fate. Those who engage in these activities are hunted down by the local authorities (or other adventurers).

The material component of both versions of this spell is a handful of sand, tainted with a drop of the caster's own blood. The wizard adds the tainted sand to the water he intends to alter. Casting either version drains 1d6 hit points from the wizard, which he can regain only through natural healing (not magical).

Notes: Common in arabian settings; otherwise very rare.

Cleave the Magical Union

A *Mystara* setting spell, aka itembane.

Clenched Fist, Bigby's

See Bigby's clenched fist.

Cling — Drow

(Alteration)

Level: 1

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 rd. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None



This spell allows the caster or another recipient to adhere to any surface, regardless of gravity, winds, weight, or slipperiness. This allows a slipping or leaping being who reaches a smooth stone, soapy, icy, or wet surface to stick fast.

The clinging being chooses a body area (e.g. back, hand, or the fingers of one hand) as the "holding" surface. As long as the holding surface doesn't move (that is, unlike a *spider climb* spell, the being cannot move about), the clinging effect remains firm, even if the being casts spells, readies weapons, ties knots, drives in spikes, or performs another activity.

The *cling* spell ends instantly if the spell recipient moves about or if the surface clung to is shattered. If the recipient is struck by, or burdened by, an object of greater weight than its own, a Strength check is forced; failure also means that the *cling* spell fails. The caster can end the spell with a word. This spell does not lessen falling damage in any way.

Notes: Common for drow; otherwise very rare.

Cloak, Dauntra's

See Dauntra's cloak.

Cloak Against All PerilA *Mystara* setting spell, aka cloak of warding.**Cloak From Undead**

(Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

By means of this spell, the caster or a single creature touched by the spellcaster is cloaked from undead in a similar manner to the priest spell *invisibility to undead*. The protected creature can take any nonhostile action and any undead nearby will ignore him. If the cloaked individual attacks an undead creature, only the undead that is actually attacked notices the protected individual and is allowed to attack back. A cloaked priest or paladin cannot turn undead.

This spell is automatically effective against skeletons, zombies, ghouls, shadows, wights, ghosts, and other undead with 5 Hit Dice or fewer. Wraiths, mummies, spectres, and more powerful undead are allowed to make a saving throw vs. spell to see the cloaked individual. Vampires and undead creatures with 9 Hit Dice or more make this saving throw automatically. Creatures from other planes and creatures that are not undead are not affected by this spell.

The material components of the spell are a piece of bone and a pinch of powdered silver.

Notes: Very rare spell. Known to be in the tome, *Against the Undead*.

**Cloak of Adeamozs**

(Abjuration)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 being

Saving Throw: None

This spell partially protects the caster, or a single spell recipient being touched during casting, against damage inflicted spells of 3rd level or less and equivalent magical item discharges. It has no effect on saving throws or on spells that inflict no damage.

For spells that inflict random damage, a *cloak of Adeamozs* reduces their damage by 3 points per die for 1st-level spells, 2 points per die for 2nd-level spells, and 1 point per die for 3rd-level spells (to a minimum of 1 point of damage per die). For spells that cause a set amount of damage or a certain base amount augmented by a number of points per level of the caster, a *cloak of Adeamozs* reduces the damage by 12 points for 1st-level spells, 8 points for 2nd-level spells, and 4 points for 3rd-level spells (to a minimum of 1 point).

The material components of this spell are a handful of iron filings from metal that was once part of a plate worn as body armor and a scrap of cobweb.

Notes: Uncommon or rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Cloak of Insanity — Drow

(Abjuration)

(Mentalism)

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: 1 rd. + 1d4 rds.

Area of Effect: The caster

Saving Throw: None

This spell temporarily cloaks the caster's mind with wild, insane surface thoughts and images; it can't be read or influenced, even by psionics. A *cloak of insanity* therefore confers short-term immunity to psionic attack and all spells that act on the mind, such as *charm*, *command*, *confusion*, *ESP*, *fear*, *feeblemind*, *phantasmal killer*, *possession*, *rulership*, *suggestion*, and *telepathy*—and

similar influencing or scrying effects created or caused by magical items. *Limited wish* and *wish* spells can penetrate this protection, as can the spells and spell-like powers wielded by demipowers and deities.

While protected, the caster can't cast another spell (this forces upon the caster instant *feeble-mind* effects, lasting 1 turn/level of the caster). The caster can, with difficulty, use magical items (even those requiring command words, and/or mental control of effects), drink potions, scan spellbooks and scrolls to choose spells (but not study to memorize spells, or be *feeble-minded*), or ready apparatus for later spellcasting. Combat and other physical activity, even if it causes unconsciousness or forces a system shock roll, cannot end this spell.

Each time this spell is used, there is a 12% chance that the caster will become *confused* (totally helpless) when it expires, this state lasting 2d4 rounds. If this occurs, roll 1d8; if a result of 1-3 occurs, the caster will unleash an offensive spell (or failing that, hurl any available weapon) at a nearby creature, even if friendly (determine which creature randomly), and then revert to normal mental state.

Notes: Common to drow; otherwise very rare.

Cloak of Protection, Aryeric's

See Aryeric's cloak of protection.

Cloak of Shadows, Argaster's

See Argaster's cloak of shadows.

Cloak of Warding

(Abjuration)

(Force)

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: Special

Area of Effect: The caster

Saving Throw: None

The *cloak of warding* creates an invisible energy shield to absorb damage from all attacks against the caster. The cloak absorbs 3d4 points of damage plus 1 point per level of the caster. It can deflect damage from a single attack or from a number of successive attacks. The spell has a maximum duration of 1 round per level of the caster.

The cloak dissipates when its duration lapses or when it has absorbed all the damage it can.

Notes: Rare spell.

Cloak Undead

(Necromancy)

Level: 2

Range: 10 yds./level

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 15-ft. radius

Saving Throw: Neg.

This spell renders undead creatures within its radius invisible both to the naked eye and to the *detect undead* spell. The undead remain invisible as long as they remain within 15 feet of the spell's center. If they move beyond that radius or attack in any fashion, they immediately become visible. The spell *detect invisibility* reveals their presence, as does *true seeing* and similar magics. The cloaking spell can be centered on the caster, on an object, or on a willing subject.

Undetected cloaked undead cannot be turned, though if a priest can detect them they can be turned in the normal fashion. Cloaked undead cannot enter areas normally protected from undead nor do they gain any other advantages.

Notes: Common for necromancers; uncommon for others. Known to be in the tome *Studies in Death*.

Clone

(Necromancy)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 clone

Saving Throw: None

This spell creates a duplicate of a human, demihuman, or humanoid creature. This clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate really *is* the person, so if the original and a duplicate exist at the same time, each knows of the other's existence; the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one will go insane and destroy itself (90% likely to be the clone), or possibly both will become mad and destroy themselves (2% chance). These events nearly always occur within one week of the dual existence.



Clone Animal

(Necromancy)

Level: 6
 Range: Touch
 Components: V, S, M
 Casting Time: 1 hr.
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell is useful to check the result of experiments when using an *opening the living* spell. It will work on any creature of less than humanoid intelligence. The clone will have exactly the same traits, aspects, and defects as the original. The clone reaches the growth attained by the original during the casting time. This spell is not subject to *dispel magic* or similar effects once the casting time is completed, but the resulting creature must save vs. death magic each day after the casting or perish. The clone can be stabilized with a *permanency* spell, but in this case the caster has a 10% chance to permanently lose 1 point of Constitution.

The material component is 1 pint of blood per Hit Dice of creature to be cloned.

Notes: Very rare spell. (Updated from *IMAGINE Magazine*)

Close Path

(Abjuration)

Level: 3
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 3
 Duration: 1 day
 Area of Effect: 1 wizard
 Saving Throw: Neg.

This lesser magic closes a wizard's access to a path of magical knowledge that he could normally follow. This bars his access to one path (chosen randomly), for the remainder of the day. Spells already memorized are not forgotten; the wizard simply can't access them. The caster does not know which spell or spells are barred from the target (if any). After 24 hours pass, the wizard can memorize and cast spells of the closed path again normally. This spell cannot close off the principal school of a specialist wizard.

The material component of the *close path* spell is a small silver key worth at least 50 gp, which must be broken during the casting.

Notes: Common for Pathmasters; otherwise very rare. (Updated from *DRAGON Magazine*)

Note that the clone is the person as he existed at the time at which the flesh was taken for the spell component, and all subsequent knowledge, experience, etc., is totally unknown to the clone. The clone is a physical duplicate, and possessions of the original are another matter entirely. A clone takes 2d4 months to grow, and only after that time is dual existence established. Furthermore, the clone has one less Constitution point than the body it was cloned from; the cloning fails if the clone would have a Constitution of 0.

The material component of the spell is a small piece of the flesh from the person to be duplicated.

The DM may, in addition, add other stipulations to the success of a cloning effort, requiring that some trace of life must remain in the flesh sample, that some means of storing and preserving the sample must be devised and maintained, etc.

Notes: Common spell (*PHB*).

Cloud Ladder

(Alteration)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: 1-4 rds. + 1 rd./level
Area of Effect: 10-ft. length/level
Saving Throw: None



Using this spell, the wu jen can mold and shape ordinary smoke into a misty ladder. The smoke must come from a fire of green wood. Reaching into the smoke, the wu jen casts the spell while shaping the ladder. Up to 10 feet of *cloud ladder* can be shaped per level of the caster.

The ladder weighs virtually nothing and one person can easily handle a cloud ladder of any length. Furthermore, the ladder is always steady and rigid, it need not be supported or leaned against an object. The wu jen simply places it in the desired position and climbs.

The ladder can be used only by the wu jen and one other creature per level of experience of the caster as designated by the wu jen. The ladder remains in place until the duration of the spell expires or until the wu jen wills it to vanish.

Before the end of the spell's duration, the wu jen has the option to cast an additional *cloud ladder* spell on a ladder previously created, maintaining its form for an additional duration.

The material component for the spell is a large fire of green wood.

Notes: Common in oriental settings; otherwise very rare.



This spell allows the wu jen to soar on a magical cloud at incredible speeds. Upon casting the spell, the wu jen gently lifts into the air on a small cloud and then whizzes away in whatever direction he desires. The wu jen can take one man-sized creature with him for every four levels he possesses.

The rate of movement is 10 miles every round—in a single turn, the wu jen can cover 100 miles! Those riding on the cloud feel none of the effects of this swift movement and the ride is perfectly steady and calm, even through the worst weather. At the end of the spell or when the wu jen decides to land, the cloud settles gently to earth and disappears.

The material component for this spell is a ball of cotton.

Notes: Common in oriental settings; otherwise very rare.

Cloud Trapeze

(Alteration)

Level: 8
Range: 0
Components: V, S, M
Casting Time: 5
Duration: 1 turn
Area of Effect: Caster + 1 creature/4 levels
Saving Throw: None



Cloudburst

(Alteration)
(Air, Water)

Level: 3
Range: 10 yds./level
Components: V, S, M
Casting Time: 5
Duration: 1 rd./5 levels.
Area of Effect: 30-ft. diameter cylinder
up to 60-ft. high
Saving Throw: None

This spell immediately precipitates all moisture in the air into a drenching rain that falls at 1 inch per round. The *cloudburst* quenches normal fires (small ones immediately, medium sized ones in half a round, and large ones in full round), and douses magical fires for 1d2 rounds. Large-area fire spells are extinguished in a huge cloud of steam. Fog will be precipitated as rain, while smoke and similar clouds of particles will be dispersed.

A *cloudburst* spell may be affected by climate and temperature of the area (greater effect in jungles, lesser in deserts, sleet/snow in arctic, etc.).

The material components are a small kite and some rock salt.

Notes: Common for Air mages, Water mages, Weather mages, and the like; otherwise uncommon.

Cloudkill

(Evocation)
(Air, Alchemy)

Level: 5
Range: 10 yds.
Components: V, S
Casting Time: 5
Duration: 1 rd./level
Area of Effect: $40 \times 20 \times 20$ -ft. cloud
Saving Throw: None

This spell generates a billowing cloud of ghastly yellowish green vapors that is so toxic as to slay any creature with fewer than 4+1 Hit Dice, cause creatures with 4+1 to 5+1 Hit Dice to roll saving throws vs. poison with -4 penalties or be slain, and creatures with up to 6 Hit Dice (inclusive) to roll unmodified saving throws vs. poison or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect.

The *cloudkill* moves away from the spell-caster at 10 feet per round, rolling along the surface of the ground. A moderate breeze causes it to alter course (roll for direction), but it does not move back toward its caster. A strong wind breaks it up in four rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds. As the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings; thus, the spell is ideal for slaying nests of giant ants, for example. It cannot penetrate liquids, nor can it be cast under water.

Notes: Common spell (*PHB*).

Cold Curtain – Dragon

(Necromancy)

Level: 8
Range: 0
Components: V
Casting Time: 2 rds.
Duration: Special
Area of Effect: 1 doorway or portal
Saving Throw: Neg.

This is another warding spell quite similar to *door of death*. Using this spell, the draconic caster can ward a particular doorway or portal so that any creature who tries to pass through the portal without first speaking a word of command is immediately the subject to a modified form of *energy drain*. A portal protected by a *cold curtain* spell radiates a strong aura of necromantic magic, and the warded area has a temperature some 20° F. lower than the area outside the curtain. (Here the word "portal" can also refer to a cave opening or tunnel no more than 30 feet in diameter.) The portal so warded must be the only entrance into a room or chamber no larger than a volume of 8,000 cubic feet (a cubic room 20 feet on a side, for example).

A single application of this spell can drain up to 30 Hit Dice or levels of creatures before becoming inert. Each creature passing through the portal rolls a saving throw vs. wands with a -2 penalty; a successful saving throw means that the creature is unaffected.

A failed saving throw means that the creature is subject to the full effect of the *cold curtain* spell. As soon as the creature passes through the portal, it loses one level or Hit Die (as if struck by a wight). A monster loses 1 Hit Die permanently, suffering losses in both hit points and attack ability. A character loses a level, a Hit Die, hit points,

and abilities permanently (until regained through adventuring, if applicable).

At the end of each round that a creature remains within the area warded by the *cold curtain*, it loses another level or Hit Die (no saving throw against these subsequent losses). This loss continues each round until the creature steps back through the curtain outside the warded area. (This passage from inside to outside doesn't cause another level loss.)

The curtain can affect any number of creatures simultaneously. When it has drained a total of 30 Hit Dice or levels, the spell terminates.

Note that only the doorway or portal itself is warded. An individual could conceivably smash through or otherwise penetrate the wall next to the door and enter safely.

While casting the spell, the dragon can choose whether or not the warding is to be visible. If the dragon chooses visibility, the portal is covered by a faintly shimmering blue glow that is totally transparent; this glow isn't bright enough to be seen in full daylight, but it is obvious under twilight or darker conditions.

Notes: Restricted to dragons; uncommon. Known to be in the *Draconomicon*.

Collapse Portal

(Alteration)



Level: 8

Range: 20 yds. + 10 yds./level

Components: V, S, M

Casting Time: 2 rds.

Duration: Instantaneous

Area of Effect: 20-ft. radius/level

Saving Throw: Special

This rare magic can seal the crystal sphere in which a fantasy world floats. The spell is unreliable; the caster must make an Intelligence check to avoid failure. If a *create portal* spell was cast during the past turn within a 1-mile radius, the check is made at a 3-point penalty.

If the check succeeds, the crystal sphere seals. If the two-round casting time brings a ship to the sphere's shell as spellcasting is completed, roll a d10 to determine just when the sphere closes (see table).



1d10	Result
1-2	Portal closes before the ship reaches the sphere; ship must turn or ram the shell.
3-5	Portal closes as the ship reaches the sphere; ship unavoidably rams the shell.
6-9	Portal closes on the ship, cutting it cleanly into two pieces.
0	Portal closes just after ship passes through.

A ship ramming or being cut by a crystal sphere sustains both collision damage and spelljammer shock (the helmsman must save vs. spell or die).

A ramming ship suffers loses 10 hull points (a ship with 0 hull points breaks up). The ship rings with the impact, and all those not sitting or firmly tied down have a chance to lose their balance and fall. Those with Dexterity scores must make a Dexterity check of fall prone, while those without have a flat 40% chance to fall.

A bisected ship also breaks up immediately, its atmosphere dividing between the two parts of the ship. Decide randomly where the break occurs. All beings at risk should save vs. death magic at +3 to avoid being slain by the closing shell, and any items at risk must save vs. disintegration to avoid destruction.

Few know how to cast this spell, though almost every spacefaring being has heard dark tales of it cutting ships in half as a crystal sphere closes.

The material components are two smooth stones of any size, one of diamond and the other of obsidian.

Notes: Rare in spelljamming cultures; otherwise unknown.

Color

(Alteration)

Level: 1
 Range: Touch
 Components: V, S, M
 Casting Time: Special
 Duration: Permanent
 Area of Effect: 8 square yds.
 Saving Throw: None

This spell allows a wizard to effect a permanent color change in cloth, leather, or similar substances. The speed at which the change takes place is variable. With a gesture, the caster can instantaneously make an entire piece change to a single hue. If several colors are desired the caster must trace with his fingers the areas he intends to color and picture the desired hue for the area out-

lined; the color changes accordingly. Any color or shade can be created, including metallic tints, though the latter cannot actually consist of precious metals. Any color changes must be done within two hours, the spell's maximum casting time. The effect is permanent until dispelled.

Notes: Rare spell. Known to be in *Myrl's Text*.

Color Blindness

(Illusion/Phantasm)

Level: 1
 Range: 1 yd.
 Components: V
 Casting Time: 1
 Duration: 3 turns
 Area of Effect: 1 creature
 Saving Throw: Neg.

The *color blindness* spell makes recipient unable to distinguish colors. All vision is in black and white. If the creature fails its initial saving throw vs. spell, only a successful *dispel magic* or *dispel illusion* can remove the defect before the spell's expiration; the various cure spells cannot remove this effect.

The negative effects of this spell are moderated by the DM. Many gems, beasts, potions, banners, plants, and so on are distinguished by color; a being who is colorblind cannot use color to distinguish between them.

The positive effects of *color blindness* include a +2 (or +10%) bonus in locating camouflaged objects, and a -2 (or -10%) penalty assessed against persons hiding in shadows from the colorblind individual. Thus, brownies (invisible in natural surroundings) can be seen on a 10% chance, while shadows are only 80% undetectable.

The colorblind individual has a +1 bonus to his surprise roll if opponents are camouflaged or hiding in shadows.

Notes: Very rare. Known to be in the *Cyclopedia Phantastica Vol.III*. (Updated from *DRAGON Magazine*)

Color Spray

(Alteration)

Level: 1
 Range: 0
 Components: V, S, M
 Casting Time: 1
 Duration: Instantaneous
 Area of Effect: 5 x 20 ft. wedge, 20-ft. long
 Saving Throw: Special

Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from his hand. These make a triangular plane, 5 feet wide at the caster's end opening to 20 feet wide at the far end, which ends 20 feet from the caster.

From one to six creatures (1d6) within the area are affected in order of increasing distance from the wizard. All creatures above the level of the spell-caster and all those of 6th level or 6 Hit Dice or more are entitled to a saving throw vs. spell. Blind or unseeing creatures are not affected by the spell.

Creatures not allowed or failing saving throws, and whose Hit Dice or levels are less than or equal to the spellcaster's level, are struck unconscious for 2d4 rounds; those with Hit Dice or levels 1 or 2 greater than the wizard's level are blinded for 1d4 rounds; those with Hit Dice or levels 3 or more greater than that of the spell-caster are stunned (reeling and unable to think or act coherently) for one round.

The material components of this spell are a pinch each of powder or sand that is colored red, yellow, and blue.

Notes: Common spell (*PHB*).

Combine

(Invocation/Evocation)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9

Duration: Up to 1 turn

Area of Effect: The caster

Saving Throw: None

Combine allows the caster to meld two other currently memorized spells together, so that they can be cast simultaneously with joined effects. The two spells cannot exceed more than seven total spell levels, so a 3rd- and 4th-level spell could be combined, or a 5th- and 2nd-level spell, or any other combination that falls within these limits. The spells remain linked in the caster's mind for up to one full turn. If the combined form is not cast in this time, the linked spells automatically dissociate from each other, and the *combine* spell is wasted.

When the paired spells are actually cast, the most restrictive casting time, range, area of effect, etc., are used. For example, if *enervation* and *slow* are combined, the joint spell would only affect a single creature, because *enervation* only strikes one target. The casting time would be 4 and the range would be 10 yards/level due to

enervation's characteristics, but the duration would be based on *slow* and would only be 3 rounds plus 1 round/level.

The material component is a small pair of golden rings.

Notes: Common for witches; otherwise very rare. (Updated from *DRAGON Magazine*)

The DM might decide to let certain appropriate spell combinations—for instance, *shout* and *gust of wind*, or *Melf's acid arrow* joined and *flame arrow*—function as the most favorable spell instead of the least favorable. In such cases, the DM will have to decide on the exact effects of the combined spells; clearly, joining *ice storm* to *fireball* is somewhat counterproductive.

One possibility is to let a wizard research a special variant of the *combine* spell that works with a particular combination.

Another is to let a wild mage have a 2% chance per combination of discovering a lucky match-up in those cases the DM decides there is a chance for one.

Combust —Red Wizard

(Evocation)
(Fire)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 30 lbs./level

Saving Throw: $\frac{1}{2}$

This spell makes a combustible object burst into flame, even if damp. The damage done to those wearing, carrying, riding in, or otherwise in contact with the object is 1d6 per 30 lbs. weight base damage; save vs. paralysis for half damage. Thereafter fire inflicts 1d6 points of damage per turn per level of the caster until the object is consumed or the flame is extinguished. The flame itself is not magical, merely hot. While this spell cannot be directly cast on creatures, it can be cast upon any flammable clothing or equipment, provided the caster can make a successful touch attack.

Notes: Common for the Red Wizards of Thay; otherwise rare.

Comfort

(Abjuration) (Song)

Level: 3
 Range: 20 yds.
 Components: V, S, M
 Casting Time: 3
 Duration: 6 hrs.
 Area of Effect: Up to 10 creatures
 Saving Throw: None

Recipients of the benefit of this spell feel no pain, heat, cold, hunger, thirst, or exhaustion, and need not eat or rest for the duration of the spell. The spell does not negate normal damage taken, but, for example, negates the effects of a *wand of fear*, *drums of panic*, any similar magical item, or a *sleep* spell. Recipients receive a +1 to all saving throws for the duration of the spell.

Notes: Common to witches, song mages, and bards; otherwise very rare. (Updated from *DRAGON* Magazine)

Command Dragon (Enchantment/Charm)

Level: 5
 Range: 10 mi./level
 Components: V, S, M
 Casting Time: 3 turns
 Duration: 4 hrs./level
 Area of Effect: 1 dragon
 Saving Throw: None



This very rare spell requires the caster to have collected the shards of the egg from which the dragon to be commanded was hatched. When the spell is cast, the dragon affected is forced come to the caster and obey his commands, provided these are along the guidelines of *suggestion* spell: they must sound reasonable and not be obviously harmful to the dragon. A demand for the dragon to plunge into a pit of acid is clearly unreasonable, while the suggestion that a freshly encountered pool of acid is actually water and that a fresh dip would be refreshing is another matter.

The caster and the dragon can communicate by way of a telepathic link as long as they stay within the spell's range. The wizard need not know the dragon's language to be understood. The mind-link does not allow him to see, hear, or smell what the dragon can, but he can ask the dragon to describe what it senses, and it is compelled to answer his questions truthfully.

The dragon cannot knowingly cause harm to the

caster while the spell is in effect, nor is it likely to knowingly let the caster come to harm. Acts or suggestions by the caster that violate the guidelines of the spell allow the dragon to make a saving throw vs. spell in order to throw off the spell entirely. It need not obey the offending command in any event.

Should the dragon be released from the spell because of the caster's commands, it is free to teach the caster a brief and fatal lesson about the consequences of controlling dragons. If the spell has elapsed normally and the wizard has used it fairly, the dragon will depart.

This spell was created by an elf mage too near the close of the Second Dragon War to be used to major effect in that conflict.

The material component of the spell is a complete and set of shards of the egg from which the particular dragon was hatched; if even one shard is missing, the spell has no effect. The egg's shards are destroyed in the casting, so that the spell can be used only once per dragon.

Notes: Very rare. (Updated from *DRAGON* Magazine)

Command Element

(Alteration) (Province: Flame, Sand, Sea, Wind)

Level: 7
 Range: 10 ft./level
 Components: V, S
 Casting Time: 7
 Duration: 1 rd./level
 Area of Effect: 1,000 cu. ft./level
 Saving Throw: None



Each elemental requires a separate version of this spell, and each must be specifically memorized by the caster.

This spell forces the elements themselves to do the caster's bidding. Rocks will part or rise, flame lower and die, river waters creep onto shore, winds fill a ship's sails. However, this spell does not empower the caster to make direct attacks with these elements.

The elemental material can be moved, shaped, parted, or sculpted. Wind patterns can be changed, gases scattered, mines ventilated, and vacuums created. Ores can be separated, doors carved, or tunnels, ditches, and dikes created. Salt can be removed from fresh water, fields irrigated, floods lowered. Fires can be lowered, started, or sent in new directions. None of these actions can directly affect creatures in the area of effect.

Notes: Common in arabian settings; uncommon for Elementalist wizards; otherwise very rare.

Command Elementals — Old Empire (Enchantment/Charm)

Level: 4
Range: 40 yds. + 10 yds./level
Components: V, S
Casting Time: 4
Duration: 1 rd./level
Area of Effect: 1 creature
Saving Throw: Neg.

This spell enables the caster to command (or wrest command of) a single creature from one of the elemental or para-elemental planes.

The target is permitted a saving throw, but elementals of low intelligence or lower suffer at -4 penalty to the roll. If the saving throw is failed, the wizard can maintain his control over the elemental for the duration of the spell, overriding all other controls on that elemental, including other command elemental spells.

Notes: Common for Elementalist wizards, rare for conjurers; otherwise very rare. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Command Flame

See command element.

Command Sand

See command element.

Command Sea

See command element.



Command Undead (Necromancy)

Level: 1
Range: 0
Components: V, S
Casting Time: 1
Duration: 1 hr. + 1 turn/level
Area of Effect: The caster
Saving Throw: None

This spell allows the wizard to command undead creatures exactly as an evil priest of the same level. The caster can control the same the number and type, and requires the same roll on the Turn Undead table. The wizard is allowed only one command check per encounter during the spell's duration; if it succeeds, he controls 2d6 undead, but if the command attempt fails he cannot try again.

Notes: Restricted to necromancers; uncommon.

Command Water Spirits (Evocation) (Province: Sea)



Level: 6
Range: 10 yds./level
Components: V, S, M
Casting Time: 6
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

Despite its name, this spell commands no true spirits. It merely influences currents in the sea and other large bodies of water, enabling the caster to move objects on and under the surface. Results are impressive, leading many to believe they're the work of spirits.

The caster can move any ship fully within range, up to its base move per hour, even in becalmed or adverse wind conditions. (See notes on ocean voyaging in Chapter 14 of the *DMG*.) The currents also can slow a ship within range of this spell, reducing its movement by half. The slowed ship incurs no other penalties, and the condition lasts until the spellcaster moves out of range.

In addition, the caster can move floating objects or creatures up to 60 feet per round along the surface. If an object is beneath the surface, the caster can move up to 20 pounds per level, at a maximum rate of 30 feet per round. In this fashion, he can raise an object from the seafloor and

bring it to the surface. Finally, the currents can be manipulated into a strong undertow, dangerous to swimmers. To avoid being dragged under, a swimmer must make a Strength check with a -2 penalty, or a swimming proficiency check. If he fails, the swimmer then must make another Strength check each round thereafter to break free. (See "Holding Your Breath" in Chapter 14 of the *Player's Handbook*.)

The material component of this spell is a clear glass, into which some water from the sea or lake is poured. The glass shatters at the end of the spell's duration. Breaking or emptying the glass will end the spell prematurely.

Notes: Common in arabian settings; otherwise very rare.

Command Wind

See command element.

Commodius Pocket, Random's

See Random's commodious pocket.

Commune With Greater Spirit (Divination)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None



This spell is identical to the 5th-level shukenja spell of the same name, and similar to the *commune with lesser spirit* spell. The points of difference are that any type of spirit, including divine powers, can be contacted by this spell.

A typical greater spirit is the spirit of a mountain or a river. To contact the spirit, the wu jen must know its identity (which can be obtained through a *trance* spell) and the caster must be within 10 feet of the area where the spirit is found.

Once the spirit is contacted, the wu jen can ask one question per experience level of the caster. Questions must be specific and clearly worded, and are limited to yes or no answers (although "maybe" and "I don't know" are also acceptable replies).

The spirit answers questions literally and does not volunteer any information. The answers are always correct. If the answer is known. Good spirits attempt to be as helpful as possible within the limits of the question, neutral spirits answer in

riddling or roundabout ways, and evil spirits always try to distort the answer based on the wording of the question.

The spirit can answer only those questions concerning the immediate area it affects. Questions beyond the scope of the spirit are wasted. Thus, the spirit of a great tree in the village could not answer questions about events outside the village, and a ghost haunting a temple could not discuss events not related to the temple or its reasons for haunting it. The DM decides if a question is within the realm of the spirit.

The DM can limit the use of this spell to once a week (or even less) for any particular spirit, since they do not care to be disturbed by the trifling affairs of the material world.

The material component for this spell is an offering of appropriate type and value to the spirit contacted.

Notes: Common in oriental settings; otherwise very rare.

Commune with Lesser Spirit

(Divination)

Level: 3

Range: 10 ft.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

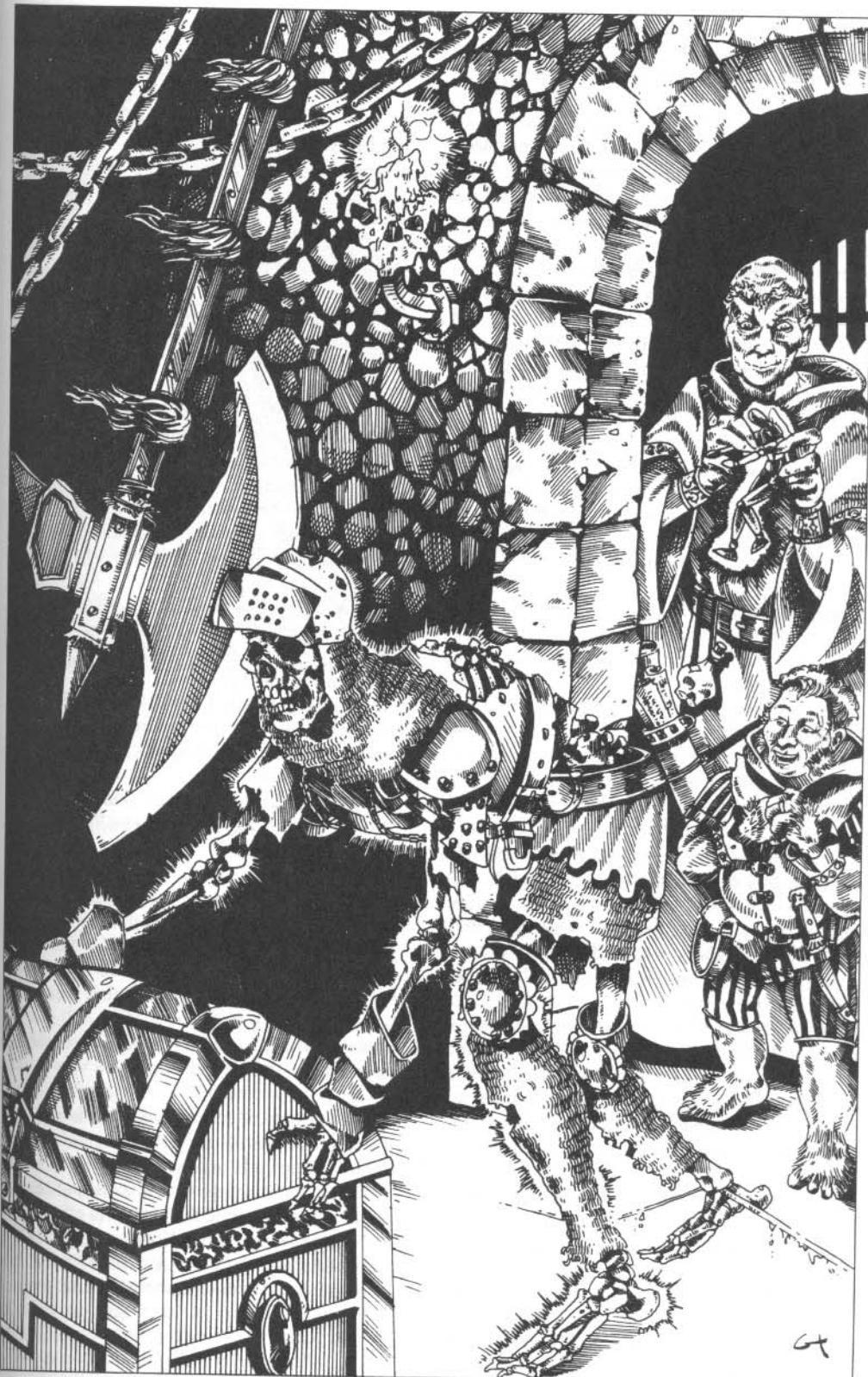
Saving Throw: None



This spell is identical to the 2nd-level shukenja spell of the same name. By use of the *commune with lesser spirit* spell, the wu jen is able to contact any of the hundreds of local spirits that dwell in the land. Local spirits are those with limited range and power; typical lesser spirits are those of a particular tree, rock, or stream. A spirit that haunts a single building or compound could also be contacted. The spirit of a mountain or river is greater than a lesser spirit and is beyond the power of this spell.

To contact the spirit, the wu jen must know its identity (which can be obtained through a *trance* spell) and must be within 10 feet of the area where the spirit is found.

Once the spirit is contacted, the wu jen can ask it one question per level of experience. The questions must be specific and clearly worded, but are not limited to yes or no answers. The spirit answers questions literally and does not volunteer any information. The answers are always correct if the answer is known. Good spirits attempt to be as helpful as possible within the limits of the



question, neutral spirits answer in riddling or roundabout ways, and evil spirits always try to distort the answer based on the wording of the question.

The spirit can answer only those questions concerning the immediate area it affects. Questions beyond the scope of the spirit are wasted. Thus, the spirit of a great tree in the village could not answer questions about events outside the village, and a ghost haunting a temple could not discuss events not related to the temple or its reasons for haunting it. The DM must decide if any question is within the realm of the local spirit. The DM can, if he chooses, limit the use of this spell to once a week (or even less) for any particular spirit, since they do not care to be disturbed by the trifling affairs of the material world.

The material components of this spell are incense and an offering appropriate to the nature of the spirit.

Notes: Common in oriental settings; otherwise very rare.

Compass

(Evocation)
(Artifice)

Level: 1
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: 7 days + 1 day/level
Area of Effect: Special
Saving Throw: None

The spell requires a brass bowl filled with water, with a circle of cork set afloat in it. Atop the cork is affixed a long iron pin or needle, painted red on the pointing end. When the spell is cast, the cork stays centered in the bowl and rotates until the pointer aims in the direction defined by the caster.

This pointer always points in a direction defined by the caster. This is often a map direction, but it can be more abstract: the compass may always point to their home port, or their destination, for example. The caster can choose only a familiar direction, such as a place he has seen or a direction of which he is certain.

In calm weather the compass is easy to read, but in rough waters the float bobs about enough that reading properly the compass requires a successful Intelligence ability check; if the check fails, the reading is off by 20° to 180° . If all the water is drained from the bowl or the cork is removed, the spell is broken. For this reason, the compass often is covered with glass to keep water

and float in place.

Notes: Very rare spell. (Updated from *DRAGON* Magazine)

Compose Mind

(Abjuration)
(Mentalism)

Level: 2
Range: 0
Components: V, M
Casting Time: 2
Duration: Max. 3 rds./level
Area of Effect: The caster
Saving Throw: None

This deceptively simple spell imbues the caster's mind with a supernatural calm, allowing the logical analysis of battle situations without fear or distraction from spells, injuries, and other sources. However, *compose mind* does not grant the caster the ability to cast spells without interruption in the face of injury or significant distraction.

When the spell is in effect, the caster cannot be distracted by the following conditions:

- The pain of wounds and injuries.
- Natural fears and phobias.
- Itching, irritation, dizziness, confusion, and disorientation, whether normal or magically induced, including the spells *irritation*, *confusion*, and *chaos*.
- Any 1st- or 2nd-level spell that affects emotions, such as *Tasha's uncontrollable hideous laughter* or *scare*.

Additionally, the caster gains a +2 bonus to any saving throws allowed against these effects:

- All emotion-affecting spells of 3rd level and higher, including *emotion*, *fear*, or *symbol*.
- All 1st- and 2nd-level spells that create illusions.
- Natural *awe*, *fascination*, or *fear* effects of very powerful monsters and beings.

The spell lasts 3 rounds per caster level or until the caster misses a saving throw against an emotion-affecting spell or power.

The material component is a stick of incense, which is burned while the spell is in effect.

Notes: Very rare. Known to be in the *Lakharemтолма Zalarem*, aka *Zala's Book of Barriers*. (Updated from *DRAGON* Magazine.)



Comprehend Languages

(Alteration)

(Universal)

Reversible

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: 1 speaking creature or written text

Saving Throw: None

When this spell is cast, the wizard is able to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, the wizard must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language. Written material can be read at the rate of one page or equivalent per round. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic (the 3rd-level *secret page* and *illusionary script* spells), and it

does not reveal messages concealed in otherwise normal text.

The material components of this spell are a pinch of soot and a few grains of salt.

The reverse of this spell, *confuse languages*, cancels a *comprehend languages* spell or renders a writing or a creature's speech incomprehensible, for the same duration as above.

Notes: Common spell (*PHB*).

Compulsion, Cathala's

See Cathala's compulsion.

Conceal Temporal Anomaly

(Chronomancy)

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 1d4 turns

Duration: Permanent

Area of Effect: 1 anomaly

Saving Throw: None

The caster splits the flow of time around a temporal disturbance. This reduces the turbulence it causes and shields it from magical detection. A *detect temporal anomaly* spell (or an item with the same effect) has a chance to detect the hidden effect, but the base chance is lowered to 25%. Other detection spells (*true seeing*, *detect invisibility*, and so on) also have a 25% chance to detect the anomaly, but those uninitiated in the mysteries of chronomancy are unlikely to know what it is they are seeing.

Vortices can be hidden in this way, but the forces involved become extremely hazardous. A chronomancer must check against Wisdom at -4. Failure destroys the vortex, ages the caster 1d20 years, and reduces the caster's Wisdom permanently by 1 point.

The material component is a glass bulb filled with the blood of a vortex spider. This spell cannot be used cumulatively with itself.

Notes: Restricted to chronomancers; common.

Conduit — Elf (Enchantment, Invocation)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: Up to 5 missiles

Saving Throw: None

Using this spell, the caster can temporarily enchant up to five missiles (typically arrows) with spells of 4th level or less. The *conduit* spell thus allows the caster to extend the range of a spell by the range of the missile weapon. Unless otherwise specified when the spell is cast, the effects of the spell radiate forward from the point the arrowhead strikes. The casting time for the *conduit* spell does not include the casting times of the spells loaded into the missiles, which are additional.

At least one missile affected by this spell must be fired within one turn after the last is enchanted, and no missile will hold its spell for longer than an hour.

Each missile receives its own spell; all spells emplaced with a *conduit* spell must be those that

the caster has memorized for the day. For example, a sorceress who has memorized but a single *fireball* can place a *fireball* on only one of her arrows.

An enchanted missile releases its spell when the head of the missile strikes something, whether that be the target, the ground, a tree, a rock, or whatever. This means a spell with a radius, such as a *fireball*, is often more effective than a spell such as *burning hands* or *shocking grasp*.

Targets are allowed normal saving throws against these spells, as if the mage had cast the spell. However, if the missile carries the spell beyond the spell's normal casting range, the mage has no more control over the spell.

For example, the *web* and *dimension door* spells require the caster to manipulate the spell, and the caster cannot do so unless the missile strikes within the caster's range with the spell. Unless the mage carefully calculates the desired effect, these spells usually won't work (the range for a 9th-level caster to cast a *web* spell is 45 yards; if shot to a range of 60 yards, the caster can't control where the web should attach itself, so the spell effect collapses).

The attack roll needed to hit an area (for purposes of this spell) is a successful attack roll against Armor Class 6; range modifiers will adjust this.

The material component is a copper wire twisted into the shape of an arrow.

Notes: Restricted to elves, who guard it jealously; uncommon. Found mostly in the hands of fighter/mages.

Cone of Cold

(Evocation)

(Water)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: Special

Saving Throw: 1/2

When this spell is cast, it causes a cone-shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone 5 feet long and 1 foot in diameter per level of the caster. It drains heat and causes $1d4+1$ points of damage per level of experience of the wizard, to a maximum of $10d4+10$. For example, an 8th-level wizard would cast a cone of cold 8 feet in diameter at the far end and 40 feet long, causing $8d4+8$



points of damage.

The material component is a crystal or glass cone of very small size.

Notes: Common spell (*PHB*).

Confer

(Necromancy)



Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell is cast (often by a lich) in conjunction with *create minion* for the purpose of creating a "quasimancer" (that is, a minion with spellcasting ability). When the *confer* spell is cast upon the created minion, the undead creature's mind becomes attuned to spell memorization. The caster can then plant the spell repertoire of a 9th-level wizard (including number of spells and levels) within the minion's mind. The quasimancer can then cast the implanted spells at its discretion, as if it were the wizard who memorized them. The quasimancer must have all spell components necessary to cast the spells implanted in its mind.

The caster must imbue spell energy equal to the level of the spell placed in the quasimancer's head. In other words, to place a 5th-level spell in the quasimancer, the caster must imbue a 5th-level spell from his daily allowance of carried magic. The quasimancer can receive spells from its master only once; when all of its spells are cast, it becomes a mindless undead.

This spell cannot be cast upon any other creature than one raised by a *create minion* spell. Casting it upon a living person will instantly cause insanity that can be cured only by psychic surgery or a *wish*.

The material components of this spell are the minion and a bit of brain tissue from a sapient being. (More details are provided in *Van Richten's Guide to the Lich*, Chapter VII.)

Notes: Very rare. This spell can be learned only on its plane of origin (the Demiplane of Dread).

Confining Sphere, Serrel's

See Serrel's confining sphere.



Conflagration

(Evocation, Necromancy)

(Province: Flame)



Level: 9

Range: 20 yds./level

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level of caster

Area of Effect: 1 creature

Saving Throw: Special

This gruesome spell sets a living creature on fire, incinerating its hair, clothing, and at least the top layer of flesh. The target suffers 2d6 points of damage each round, with no saving throw allowed. Individuals within 10 feet of the target are allowed a saving throw vs. spells. A failure means the individual suffers 2d6 hit points damage; success means the damage is halved.

All items carried by the target must make a saving throw vs. magical fire at -2 or be destroyed. These flames are so intense that they set ablaze all other flammable items within 10 feet of the target and melt soft metals, if such items fail a saving throw vs. magical fire. The spell creates an "extremely hot flame" as far as devices such as a *ring of fire resistance* are concerned.

The living target of the *conflagration* can move and fight normally as long as he lives, and all those within 10 feet are subject to fire damage. He cannot cast spells, but can still use spell-like abilities.

Death brings no relief. When all hit points are lost, the target's corpse falls under the control of the caster. The wizard can animate his now-dead target by mental command, but cannot perform other spells in addition to commanding this movement.

Conflagration is difficult to thwart. Spraying the target with water or sand only creates a billowing cloud of steam or hot dust within 20 feet of the target, causing 1d6 points of additional damage to those within the cloud. Complete immersion in a large amount of water, or burial beneath the sand, reduces damage to 1 point per round for both the target and those within 10 feet. A well or reflecting pool does not contain enough water for this task, but a small lake does. A successful *dispel magic* spell also puts out the fire.

The material component of this spell is a wax doll.

Notes: Common in an arabian setting; otherwise very rare.

Confuse Languages

Reversed form, see comprehend languages.

Confusion

(Enchantment/Charm)
(Mentalism)

Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 4

Duration: 2 rds. + 1 rd./level

Area of Effect: Up to 60-ft. cube

Saving Throw: Neg.

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as follows:

D10 Roll Action

1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts for two rounds plus one round for each level of the caster. Those who fail are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (humans walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to make the saving throw, then four are assumed to have succeeded. Out of the other 12, one wanders away, four attack the nearest creature, six stand confused, and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two attacking the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stand confused, four attack, and one acts normally.

The material component is a set of three nut shells.

Notes: Common spell (PHB).

Conjure Animals

(Conjuration/Summoning)

Level: 6

Range: Special

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 30-yd. radius

Saving Throw: None

The *conjure animals* spell enables the wizard to magically create one or more mammals to

attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if determined randomly, or his level if a specific animal type is requested (see the *DUNGEON MASTER Guide*). Thus, a wizard of 12th level could randomly conjure two mammals with 12 Hit Dice, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, twelve with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point bonus of a creature as $\frac{1}{2}$ of a Hit Die; thus, a creature with 4+3 Hit Dice equals a 4 $\frac{1}{2}$ Hit Dice creature. The conjured animal(s) remain for one round for each level of the conjuring wizard, or until slain. They follow the caster's verbal commands. Conjured animals unfailingly attack the wizard's opponents, but they resist being used for any other purpose.

Notes: Common spell (*PHB*).

Conjure Cabinet — Bard (Conjuration)

Level: 4

Range: 10 ft.

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This is a very special spell castable only by the bard class. Before this spell can be used, the bard must have a special cabinet made. It must be of the highest quality, worth at least 1,000 gp. It can be any size up to 4 feet wide by 4 feet deep by 8 feet high.

Once the cabinet is made, this spell must be cast upon it and the cabinet must be named. At any later date, the bard can cast this spell and the cabinet temporarily teleports to the bard's current location. The cabinet carries with it any contents that are of a performing nature usable by the bard. (For example, it might contain musical instruments, cleaning tools, a playing stool, etc. for a True Bard. It might be lined with throwing daggers, rapiers [for sword swallowing], and blindfolds for a Blade).

When the cabinet teleports to the bard, a percentile die must be rolled. On a roll of 01–04, it appears 2d20 feet in the air and falls, destroying itself (but its contents are recoverable). On a roll of 99–00, it teleports into the ground and is destroyed. Otherwise, it is safe.

The cabinet remains for the duration of the spell or until the bard speaks the cabinet's name. It then teleports safely back to its previous loca-



tion, along with any carried items of a performing nature usable by the bard. A bard can have only one such cabinet at a time. The teleport will not carry the cabinet to another plane. If items of a nonperforming nature are left in the cabinet, then the cabinet will not teleport.

Notes: Restricted to bards; uncommon.

Conjure Dream Object (Conjuration/Summoning)

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: 1 small object

Saving Throw: None

When this spell is cast, an object up to the size of a sword appears where the caster directs, within the spell's range. The object can be anything that the caster has seen in someone else's dream (by means of the *enter dream* spell). Thus, the spellcaster can conjure the long lost sword of a warrior's grandmother, the trothing cup imagined in the dreams of a young woman, or simply a fabulous ruby dreamed by a greedy merchant.

The conjured object is real in all respects, but it never has magical properties, even if it has such properties in the dreams from which it is drawn. At the end of the spell's duration, the object returns to the realm of dreams, from which it can be conjured again.

The material components of this spell are a strip of dreamwillow bark and a bit of matter of the same type the caster wishes to summon (a piece of steel for a sword, a fragment of glass for a goblet, etc.)

Notes: Uncommon for Dream mages; otherwise very rare. (Updated from *DRAGON Magazine*.)

Conjure Elemental (Conjuration/Summoning) (Air, Earth, Fire, Water, Geometry)

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Summons 1 elemental

Saving Throw: None

There are actually four spells in the *conjure elemental* spell. The wizard is able to conjure an



air, earth, fire, or water elemental with this spell—assuming he has the material component for the particular elemental. (A considerable fire source must be in range to conjure a fire elemental; a large amount of water must be available to conjure a water elemental.) Conjured elementals have 8 Hit Dice.

It is possible to conjure successive elementals of different types if the spellcaster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. Each type of elemental can be conjured only once per day.

The conjured elemental must be controlled by the wizard—the spellcaster must concentrate on the elemental doing his commands—or it turns on the wizard and attacks. The elemental will not break off a combat to do so, but it will avoid creatures while seeking its conjurer. If the wizard is wounded or grappled, his concentration is broken. There is always a 5% chance that the elemental turns on its conjurer regardless of concentration. This check is made at the end of the second and each succeeding round. An elemental that breaks free of its control can be dispelled by the caster, but the chance of success is only 50%. The elemental can be controlled up to 30 yards away from the spellcaster. The

elemental remains until its form on this plane is destroyed due to damage or until the spell's duration expires. Note that water elementals are destroyed if they are ever more than 60 yards from a large body of water.

The material component of the spell (besides the quantity of the element at hand) is a small amount of one of the following:

Air Elemental: Burning incense

Earth Elemental: Soft clay

Fire Elemental: Sulphur and phosphorus

Water Elemental: Water and sand

Special protection from uncontrolled elementals is available by means of a *protection from evil* spell.

Notes: Common spell (*PHB*).

Conjure Elemental-Kin

(Conjuration/Summoning)

(*Air, Earth, Fire, Water, Geometry*)

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Summons 1 elemental-kin

Saving Throw: None

Like the *conjure elemental* spell, this summoning can be used to summon a creature from one of the four elemental planes—a *sylph* from the plane of Air, a *pech* or *sandling* from the plane of Earth, a *fire snake* from the plane of Fire, or a *nereid* or *water weird* from the plane of Water. The wizard must decide which elemental-kin he will conjure when he memorizes the spell since the components and procedures are different for each. An elemental specialist can conjure only from his element.

Elemental-kin can be conjured only if there is a good amount of their native element at hand; a good-sized fire or a body of water is required for those elemental-kin. In addition to this and either an aquamarine (air), amber (earth), ruby (fire), or emerald (water) gem worth 1,500 gp, the wizard must also provide the spell's material component, which varies by element:

Air Elemental-kin: Burning incense

Earth Elemental-kin: Soft clay

Fire Elemental-kin: Sulphur and phosphorus

Water Elemental-kin: Water and sand

The elemental-kin is bound to obey the wizard's commands and will not turn against him, but it is generally annoyed by its summoning and cooperates only as instructed. Given the chance, the creature will disappear and return to its home in the elemental planes; in order to prevent this, the wizard must concentrate on keeping the creature from leaving. (If the wizard is wounded or grappled, or casts another spell, his concentration is broken.) The elemental-kin can be controlled or maintained at a distance of 30 yards per caster level.

The various elemental-kin creatures are described in detail in the *MONSTROUS MANUAL* tome, under the heading "Elemental." At the DM's option, other elemental creatures of 4 Hit Dice or less can be summoned with this spell.

Notes: Common for conjurers, geometers, and Air, Earth, Fire, and Water mages; otherwise uncommon (*PO:SM*).

Conjure Greater Elemental

(Conjuration/Summoning)

(*Air, Earth, Fire, Water*)

Reversible

Level: 7

Range: 60 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Summons 1 greater elemental

Saving Throw: None

This spell allows the caster to summon a single greater elemental from an elemental plane. The *conjure greater elemental* spell is actually four spells, each of which must be learned separately. The wizard can conjure an air, earth, fire, or water elemental with this spell—assuming he has the proper version memorized and material component for the particular elemental. The power of the conjured greater elemental depends on the level of the caster. Only one greater elemental can be conjured in a day.

Greater elementals are both more powerful and more intelligent than the common elementals summoned by lesser spells. While they can be forced to serve in the same manner as lesser elements, a conjured greater elemental can be bargained with, if the caster can show how its actions will further Elemental Plane concerns. The caster must offer suitable inducements, or the greater elemental is 10% likely to depart to its home plane.

The material component of the spell (besides a

great the quantity of the element at hand) is a small amount of one of the following:

Air Elemental: Burning incense

Earth Elemental: Soft clay

Fire Elemental: Sulphur and phosphorus

Water Elemental: Water and sand

Special protection from elementals is available by means of a *protection from evil* spell.

Elemental specialists are restricted to elementals of their own element, but have a +1 Reaction roll advantage when negotiating with them.

Caster Level	Elemental Hit Dice*	Weapon to Hit
14	12	+2
18	16	+2
24 ⁺	21	+2

* Any casting is 5% likely to summon the next more powerful elemental. The greater elemental is 1% likely per Hit Die to be free-willed. A 24th-level caster will summon a greater elemental of demipower status, at least 24 Hit Dice and immune to weapons of less than +3 enchantment.

Free-willed elementals of these power levels can be negotiated with, but tend to be more hostile and less tractable. Spells such as *exaction* and *oathbinding* might be useful.

Notes: Common for Elemental mages, otherwise uncommon.

Conjure Greater Elemental (Conjuration/Summoning) Reversible



Level: 7

Range: 30 yds.

Components: V, S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell allows the caster to summon a single greater elemental from any elemental plane. The Hit Dice of the elemental are determined randomly.

This spell is otherwise identical to the sixth-level wizard spell, *conjure elemental*. The greater elementals of Athas are described in the *MONSTROUS COMPENDIUM DARK SUN Appendix, Terrors Of the Desert*.

Roll	Hit Dice
01-65	10
66-90	14
91-00	18

Notes: Common on Athas; otherwise very rare.

Conjure Nightmare (Conjuration/Summoning) (Shadow)

Level: 5

Range: 50 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 hr. + 4d6 turns

Area of Effect: Summons 1 nightmare

Saving Throw: None

The caster of this spell summons a mount, a *nightmare* (see the *MONSTROUS MANUAL* tome) from the Plane of Dreams, as it carries a dreamer on its terrible ride. Thus, the summoned nightmare is always frustrated at losing its dreaming subject, and it requires an immediate offering from its summoner (see the material components).

The nightmare serves its summoner willingly, as long as the tasks it is given are evil. It can understand the summoner's commands even if he is not evil, but it may feel that something is wrong if its caster is good. If ordered to perform tasks without an obvious wicked purpose, the nightmare rebels at the first opportunity.

Because the nightmare is summoned from dream rather than from a lower plane, it remains only until the dreamer it haunted awakes. The spell grants no control over the source of the summoned nightmare, so the caster cannot, for instance, cast *eternal slumber* on a subject, cast *true nightmare*, and then cast *summon nightmare* with the expectation of a permanent servitor.

The material components include a pinch of ground sulphur, crushed bark of the dreamwillow, and a handful of flaked platinum worth no less than 200 gp.

Notes: Uncommon for shadow mages and Dream mages; otherwise very rare. (Updated from *DRAGON Magazine*.)

Nightmare: AL NE; AC -4; MV 15, Fl 36 (C); HD 6+6; THAC0 13; #AT 3; Dmg 1d6+4/1d6+4/2d4; SA burning hooves; SD noxious cloud, 10' r., save vs. paralysis or -2 to attack and damage for 2d4 rounds; SZ L; ML Elite (13-14).

Conjure Sand Lion (Conjuration/Summoning) (Province: Sand)



Level: 4
Range: 10 yds.
Components: V, S, M
Casting Time: 4
Duration: 1d4 rds. + 1 rd./level
Area of Effect: Special
Saving Throw: None

A wizard conjures a faithful female spotted lion when this spell is cast.

The sand lion roars when it first appears. It attacks only at the caster's direction. The caster can see through the creature's eyes, though his vision is otherwise unchanged. The caster does not have to maintain concentration to keep the cat in existence or under control. The sand lion fights to the death or until the spell ends, or until the caster dismisses the creature. It can serve as a steed (MV 9). It also can serve as a pack animal, carrying as much as a light horse and retaining a movement rate of 9.

Generally, spells of the enchantment/charm and necromancy schools do not affect the sand lion, nor do priest spells of the Animal, Healing, and Necromantic spheres. However, any spell that specifically affects creatures from the Elemental Plane of Earth, such as *phase door*, can harm the creature even if the spell belongs to a sphere or school previously listed.

The material component of this spell is a handful of sand, tossed into the air. The sand becomes the spotted lion.

Notes: Common in arabian settings; uncommon for alchemists; otherwise very rare.

Spotted Lion: AL N; AC 6; MV 12 (leap 30 feet); HD 6+2; THAC0 15; #AT 3; 1d3/1d3/1d12; SA rear claw rake if both forepaws hit (2d4/2d4).

Conjure Spell Component (Conjuration/Summoning)

Level: 1
Range: 1 mile/level
Components: V, S
Casting Time: 1
Duration: 1 rd.
Area of Effect: 3 components/level,
value under 1 gp each
Saving Throw: None

When this spell is cast, the wizard teleports the desired items directly to his hand. The items must be naturally occurring components for spells the wizard knows, and must be within spell range. The components must be items commonly found in the area, such as a twig, feather, firefly, or bit of beeswax in a forest.

If the components lie underground or underwater at a depth greater than 10 feet, they cannot be conjured, even if the caster is at a similar depth (such as in a cavern or at the bottom of a lake).

The spell will not cause the appearance of components whose value exceeds 1 gp. Thus, it is impossible to summon gemstones, crystals, metals, pearls, etc. Additionally, components cannot be man-made or altered from their natural state (such as coins, jewelry, cut or crushed gems, mirrors, etc.), nor can they be taken from someone else's possession.

A single *conjure spell component* spell will summon three components per level of the caster. They can be three different components or multiples of a single component.

Attempts to conjure an animal's body parts (such as bat fur) produce unpredictable results. The DM should roll on the table.

1d4	Result
1	Desired component appears.
2	Component does not appear.
3	Creature is teleported to the caster.
4	Caster is teleported to the creature.

Only animals with Intelligence scores of 1-4 can be affected by this spell. Humanoids and fantastic animals (dragons, bugbears, unicorns, etc.) cannot be affected. In all cases, the DM must use common sense to determine the likelihood of the component being located within spell range.

Notes: Uncommon spell (*ToM*).

Conquer Self

(Abjuration, Alteration)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 6 hrs.

Area of Effect: 1 wizard

Saving Throw: Special

Upon the completion of this spell of initiation, the recipient of a *block advancement* spell begins a great personal ordeal that results either in his death or in the removal of the block and an experience point bonus, if the wizard is deemed worthy by the power of the *conquer self* spell. The *conquer self* spell has no other purpose.

If cast upon an individual not under the effects of a *block advancement* spell, the casting fails. The *conquer self* spell must be cast by a wizard of the same alignment as the recipient.

Once cast, the recipient undergoes a six-hour ordeal during which he is rendered helpless by wrenching pains and powerful hallucinatory visions—hence he is usually placed in a special area where he is relatively safe from attack. (Interestingly, *The Book of Black Circles* reports that the visions experienced during the ordeal are occasionally prophetic or based on actual events or areas that the recipient may not have witnessed.) The outcome of the ordeal is dependent upon the actions of the recipient since he received the *block advancement* spell.

Although the recipient is automatically affected by this spell if he meets the previous requirements, the final outcome of the spell is dependent upon a successful saving throw of 20. This saving throw roll is modified by several conditions, most

of which are dependent on the actions and performance of the recipient. No form of magic affects this saving throw (including items such as a *luck-stone*), and all other saving throw modifiers from which the wizard would normally benefit are similarly ineffective. The modifiers apply only from the time of the application of the *block advancement* spell. They are as given on the table.

Conquer Self Modifiers

Condition	Modifier
Per 100,000 xp gained:	+1
Perfect alignment performance:	+3
Average alignment performance:	+1
Poor alignment performance:	-1
Every successful (major) quest performed for organization:	+4
Each point of intelligence above 12:	+1
Evaluation of recipient by caster of <i>conquer self</i> spell (mediated by the DM)*	-3 to +3

* Based on subject's ability, ambition, heroic actions, etc.

If the recipient successfully makes his saving throw, he comes out of his trance after six hours. At this time, he regains the spellcasting ability appropriate to his present level and gains a 10% experience point bonus for all experience earned since *block advancement* was cast upon him. If the recipient fails the saving throw, he dies at the end of the six hours; he can be *raised* or *resurrected* in the usual manner, though he will still suffer from the effects of the *block advancement* spell. The saving throw is always failed if the result of the roll is a 1, regardless of modifiers to the roll.

The material component of the spell is the jade

statue that was used when the *block advancement* spell was originally applied to the recipient; at the conclusion of the *conquer self* spell, the statue shatters.

Notes: Very rare. Known to be in the *Book of Black Circles*. (Updated from *DRAGON* Magazine.)

Construct Undead — Ghul (Necromancy)



Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: 1 day/level

Area of Effect: 1 undead

Saving Throw: None

Many ghul lords have found it necessary to create servants from whatever stray bits of human or animal corpses they may find around them. When casting this spell, the ghul lord must first decide just what it is that the servant is supposed to do. Once this is known, the spellcasting can begin.

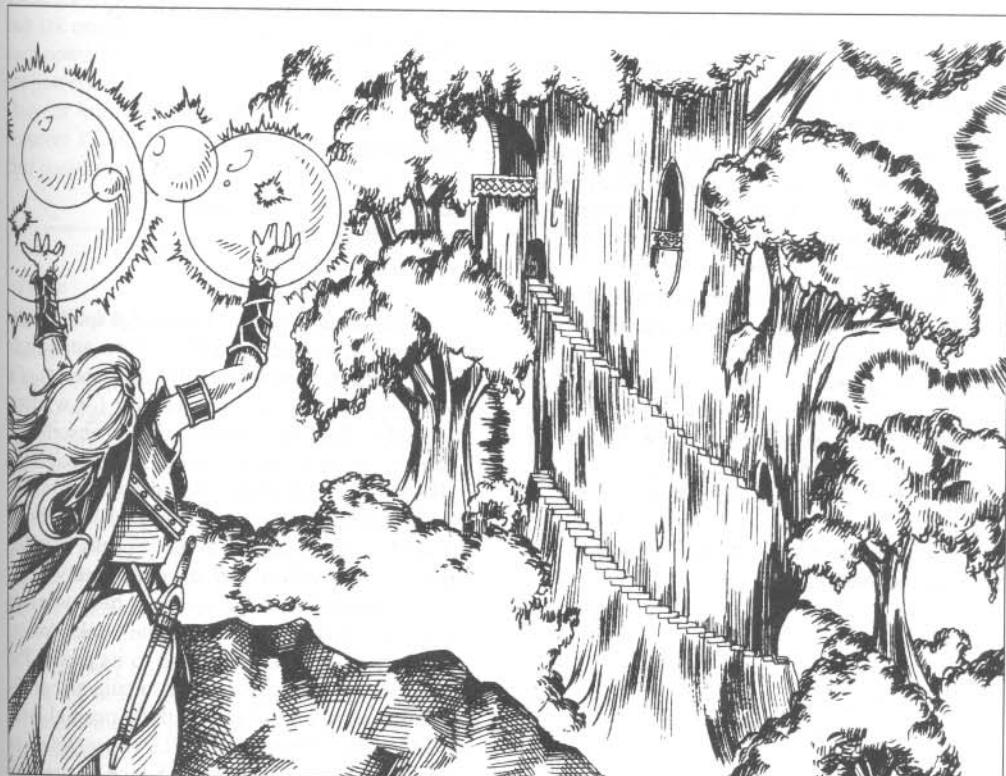
At the end of the casting, the ghul lord will have created a servant that is ideal for the purpose for which it was created. Such beings have no intelligence and can only perform physical tasks, but they are very good at what they do and will need no instruction to carry out their assignments.

The undead created through this spell are used as laborers or household help and excel at these tasks. They need not be watched as they go about their duties. They are also adept at overseeing zombie or skeleton work details.

Undead created with this spell cannot be used to perform artistic or technical tasks. They aren't good for combat either, fighting as 0 Hit Die monsters with only 1 hit point. However, these undead are turned as if they were of the same Hit Dice as their creator.

The material component for this spell is a complete or near complete corpse (or skeleton). When the spell is completed, the undead will rise up and set about its duties as assigned by the ghul lord.

Notes: Restricted to ghul lords; common.



Construction — Elf

(Alteration)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Permanent

Area of Effect: Special

Saving Throw: None

The buildings and structures of Evermeet are constructed using this spell. With it, natural materials such as stone, crystal, and wood can be transformed into sculptures, shelters, buildings, or even great palaces.

The building material must maintain contact with the earth at all times and still be in contact at the end of the spell. The material being effected must be within a radius equal to 10 feet times the level of the caster.

The caster can create any object with a volume equal to 1,000 cubic feet ($10 \times 10 \times 10$ feet) per level. Each 1,000 cubic feet so created takes one entire day. Once created, the object can be added to at the same rate (1,000 cubic feet per day) for as long as the caster wishes.

The DM should work with the player to determine the exact nature of the object or structure created. It can be subdivided with rooms, walls, hallways, or chambers as the caster wishes, but the creation of complex areas such as vaulted ceilings, columns, or galleries will add to the overall construction time. Once construction is complete, the structure is permanent and needs no further magical enhancement or maintenance. The building is not subject to *dispel magic*, though it is subject to *dispel enchantment*.

Buildings constructed using this technique will maintain the appearance and texture of the substance they were created from.

These structures are also much stronger than those constructed using nonmagical techniques. If besieged or attacked, they receive a +5 bonus to all saving throws (DMG, Chapter 9).

Notes: Restricted to elves; common.

Construction Crew, Bigby's

See Bigby's construction crew.



Consume Knowledge

(Alteration, Divination)

Level: 7

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn + 1 rd./level

Area of Effect: The caster

Saving Throw: None

The powerful *consume knowledge* spell is useful to wizards needing information quickly. It allows them to absorb instantly the contents of a book, scroll, or similar medium for written knowledge. Such information can be absorbed at a rate of one book per round (about 200 pages).

However, the dweomer that allows a wizard to absorb information so quickly physically destroys the book or other record in the process. Nothing short of a *wish* will restore the consumed writing.

Consume knowledge will not help wizards memorize spells. Further, magical books, tomes, librums, and so on are immune to its power. The spell does not allow the caster to gain any proficiencies more quickly than their normal level advancement allows—the quick consumption of information cannot take the place of practice.

when gaining skills.

This spell does not grant perfect recall. The facts learned via this spell are as subject to memory loss, fact distortion, and misremembering as information learned normally.

Notes: Rare spell.

Consume the Wealth of Wisdom

A *Mystara* setting spell *aka*, consume knowledge.

Contact Archetype — Dragon (Divination)

Level: 7

Range: 0

Components: V

Casting Time: 4 rds.

Duration: 1 question/3 levels

Area of Effect: Special

Saving Throw: None

This spell is similar to the 5th-level wizard spell *contact other plane*, except that with it a dragon can contact one of the two archetypes of dragonkind—Bahamut, the Platinum Dragon, or Tiamat, the Chromatic Dragon. Both powers resent such contact, so only brief answers are given to the questions the caster asks. For every three effective levels (or fraction thereof) it possesses, the dragon can ask one question. Contact with the minds of such powerful creatures poses the risk of insanity; for powerful dragons, this risk is generally lower than for humans contacting extraplanar beings, however. If insanity occurs, it strikes as soon as the first question is asked, and lasts for 2d10 weeks.

Power	Chance of Insanity*	Chance to Know	Chance of Veracity
Bahamut	30%	70%	90%
Tiamat	45%	85%	75%

* For each effective level of the caster, decrease the chance of insanity by 1%.

If the archetype doesn't know an answer, and the veracity roll fails, the archetype emphatically gives an incorrect answer. If answer is not known and the veracity roll is successful, the archetype's answer is "unknown."

Tiamat's chance of veracity is decreased by 15% for each step of alignment the questioner is away from Tiamat's lawful evil. (Thus, if the questioner is a chaotic good brass dragon, the chance of veracity is only 15%).

Notes: Restricted to dragons; uncommon.
(Updated from *DRAGON* Magazine.)

Contact Other Plane

(Divination)

(Dimension)

Level: 5

Range: 0

Components: V

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

When this spell is cast, the wizard sends his mind to another plane of existence in order to

Plane	Chance of Insanity*	Chance of Knowledge	Chance of Veracity**
Elemental Plane	20%	55% (90%)	62% (75%)
Inner Plane	25%	60%	65%
Astral Plane	30%	65%	67%
Outer Plane, Int 19	35%	70%	70%
Outer Plane, Int 20	40%	75%	73%
Outer Plane, Int 21	45%	80%	75%
Outer Plane, Int 22	50%	85%	78%
Outer Plane, Int 23	55%	90%	81%
Outer Plane, Int 24	60%	95%	85%
Outer Plane, Int 25	65%	98%	90%

* For every point of Intelligence over 15, the wizard reduces the chance of insanity by 5%.

** If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown."

receive advice and information from powers there. As these powers resent such contact, only brief answers are given. (The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," etc.) Any questions asked are answered by the power during the spell's duration. The character can contact an elemental plane or some plane farther removed. For every two levels of experience of the wizard, one question can be asked. Contact with minds far removed from the plane of the wizard increases the probability of the spellcaster going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the Intelligence of the power contacted determines the effects.

The accompanying random table is subject to DM changes, development of extraplanar NPC beings, and so on.

If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for one week for each removal of the plane contacted (see the *DMG* or the *PLANESCAPE Campaign Setting* boxed set), to a maximum of 10 weeks. There is a 1% chance per plane that the wizard dies before recovering, unless a *remove curse* spell is cast upon him. A surviving wizard can recall the answer to the question.

On rare occasions, this divination can be blocked by the action of certain lesser or greater powers.

Percentages in parentheses are for questions that pertain to the appropriate elemental plane.

Notes: Common spell (*PHB*).

Optional Rule

The DM may allow a specific Outer Plane to be contacted (see the *PLANESCAPE Campaign Setting* boxed set). In this case, the difference in alignment between the caster and the plane contacted alters the maximum Intelligence that can be contacted—each difference in moral or ethical alignment lowers the maximum Intelligence that can be contacted by 1. For example, a lawful good caster could contact Mount Celestia (a lawful good plane) on the "Intelligence 20" line, or Elysium (a neutral good plane) on the "Intelligence 19" line.

Contagion (Necromancy)

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 4

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a *cure disease* spell or spends 1d3 weeks taking a complete rest to recover. Those ignoring the *contagion* for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

Notes: Common spell (*PHB*).



Contingency

(Evocation)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: The caster

Saving Throw: None

By means of this spell, the wizard is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect are cast at the same time (the one-turn casting time indicated is the total for both castings).

The spell to be brought into effect by the prescribed contingency must be one that affects the wizard's person (*feather fall*, *levitation*, *fly*, *feign death*, etc.) and be of a spell level no higher than $\frac{1}{2}$ of the caster's experience level (rounded down), but no higher than the 6th spell level.

Caster	Contingency
Level	Spell Level
12-14	4th
15-17	5th
18+	6th

Only one *contingency* spell can be placed on the spellcaster at any one time; if a second is cast, the first one (if still active) is cancelled. The conditions needed to bring the spell into effect must be clear, although they can be rather general. For example, a *contingency* spell cast with an *airy water* spell might prescribe that any time the wizard is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Or a contingency could bring a *feather fall* spell into effect any time the wizard falls more than 2 feet. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell complex (the *contingency* spell and the companion magic) may fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature. In addition, the spell requires a statuette of the wiz-

ard carved from elephant ivory (which is not destroyed, though it is subject to wear and tear), which must be carried on the person of the spell-caster for the *contingency* spell to perform its function when called upon.

Notes: Common spell (PHB).

Continual Light

(Alteration)

Level: 2

Range: 60 yds.

Components: V, S

Casting Time: 2

Duration: Permanent

Area of Effect: 60-ft. radius

Saving Throw: Special

This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures who suffer penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, it can be cast into the air, onto an object, or at a creature. When cast at a creature, the target gets a saving throw vs. spell; success indicates that the spell affects the space about 1 foot behind the creature instead. Note that this spell can also blind a creature if it is successfully cast upon the creature's visual organs, reducing its attack rolls, saving throws, and Armor Class by 4. If the spell is cast on a small object that is then placed in a light-proof covering, the spell's effects are blocked until the covering is removed.

A *continual light* brought into an area of magical darkness (or vice versa) is temporarily negated so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of *continual light* against a similar or weaker magical darkness cancels both. The wizard's version of *continual light* cannot be reversed to create magical darkness.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in the typical campaign. Extremely hard and expensive materials can last hundreds or even thousands of years.

Notes: Common spell (PHB).



Control Death Tyrant — Beholder

(Charm, Necromancy)

Level: 4
 Range: 0
 Components: V
 Casting Time: 4
 Duration: 1 day
 Area of Effect: 1 mi./Hit Die
 Saving Throw: None

This magic enables an elder orb to control any death tyrant within one mile per current Hit Die of the elder. This control is like a *charm person* influences humans. The elder orb can simultaneously control one death tyrant per point of Intelligence it currently posses. If faced with more tyrants than its control limit, it can drop control of one in one round and assume control of another in the next. The tyrants involved will do nothing during those two rounds. Death tyrants cannot rebel against this control, which overrides and always supercedes their directives.

Only an elder orb or an evil wizard of 18 or greater Intelligence can use this spell.

Notes: Restricted to elder orbs (common) and evil wizards of 18 or greater Intelligence (very rare).

Control Fluid

(Alteration)
(Alchemy, Water)

Level: 4
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 4
 Duration: 3 turns
 Area of Effect: 6 cu. ft./level
 Saving Throw: Special

This spell allows the caster to control the movements of a quantity of water, oil, acid, or any other fluid. The liquid can be formed into any shape—an upright cylinder, globe, or even a stream or jet—as long as the caster maintains concentration. The controlled liquid can move anywhere within the area of effect at a movement rate of 3, even flowing uphill or through the air if the caster wishes. At 7th level, a typical mass of water is $3 \times 2 \times 7$ feet; a volume a little bigger than man-sized.

The caster can move and engage in combat while maintaining concentration on this spell, but casting another spell breaks his control and ends the spell. If cast on a body of water larger than the maximum area of effect, the caster can choose to

detach a quantity of fluid and move it away from the original mass, or create extensions or protrusions from the main mass. Another option is to use this spell to divide, push aside, or create air bubbles in the fluid equal in size to the maximum area of effect.

The *control fluid* spell can be used to drown helpless or stationary creatures by surrounding them in water (see *PHB*, Chapter 14, Drowning) but the intended victims can easily escape by moving out of the liquid. If employed against creatures with fluid or liquid bodies (water weirds, slimes, oozes, etc.) the target is allowed a saving throw vs. spell to ignore the caster's control.

The material component is a small glass tube and a bit of sponge.

Notes: Uncommon for witches, alchemists and Water mages; otherwise very rare. (Updated from *DRAGON Magazine*.)

Control Lycanthrope

(Enchantment/Charm)

Level: 7
 Range: 0
 Components: V, S, M
 Casting Time: 7
 Duration: Special
 Area of Effect: 120-ft. radius
 Saving Throw: Special

Any lycanthrope in animal form in the area of effect instantly falls under the caster's control, just as if affected by a *charm monster* spell. No saving throw is allowed if the creature's Hit Dice are one-third of the caster's level or less. If the wereform Hit Dice are greater than one-third the caster level, or if the human form is 4th level or more, the lycanthrope receives a saving throw. The affected werecreatures willingly obey the caster and follow his orders without hesitation, although suicidal commands or courses of action to which a subject is violently opposed allows the creature a new saving throw vs. spell to escape the caster's control. Creatures that fail this saving throw stand dazed for 1d4 rounds before finally ignoring the command. Any overtly hostile action by the caster breaks the spell.

The control remains even in the werecreature's human form. The affected creature has a cumulative 5% chance per day to shake off the caster's control and regains its free will. Each affected lycanthrope checks individually each day. Depending on how the werecreature was treated, it may leave or track down the caster to exact vengeance once free of the spell.

There is no limit to the number of werecreatures that can be affected with one casting of this spell.

The material component is a shard of polished moonstone, which the caster must keep on his person in order to maintain the spell. Should this stone be removed from the caster, the spell ends automatically.

Notes: Very rare. (Updated from *DRAGON* Magazine.)

Control Undead

Aka undead master; *not the same as* charm undead.

Control Undead

(Necromancy)

Level: 7

Range: 20 yd.

Components: V, S, M

Casting Time: 1 rd.

Duration: 3d4 rds. + 1 rd./level

Area of Effect: 1d6 undead

Saving Throw: Special

This spell enables the wizard to command 1d6 undead creatures for a short period of time. Upon casting the spell, the wizard selects one point within range of the spell. Those undead nearest to this point are affected, until either undead equal in Hit Dice to the caster's level or six undead are affected. Undead with 3 Hit Dice or less are automatically controlled. Those of greater Hit Dice are allowed a saving throw vs. spell, which, if successful, negates the attempt to control that creature. Regardless of the success or failure of the saving throw, each creature required to make a check counts toward the Hit Dice limit of the spell.

Those creatures under the control of the wizard can be commanded by the caster if they are within hearing range. There is no telepathic communication or language requirement between the caster and the controlled undead. Even if communication is impossible, the controlled undead do not attack the spellcaster. At the end of the spell, the controlled undead revert to their normal behaviors. Those not mindless will remember the control exerted by the wizard.

The material component for this spell is a small piece each of bone and raw meat.

Notes: Common spell (*PHB*).

Control Undead — Witch (Enchantment/Charm)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 120-ft. radius

Saving Throw: None

By means of this spell, a witch can place a single undead creature under her influence, just as if it had been affected by a *charm monster* spell. No saving throw is allowed if the undead creature has less than half the levels or Hit Dice of the caster; undead creatures with at least half the caster's level in Hit Dice or level, but less than the caster, suffer a -2 penalty to their saving throws. More powerful undead are allowed an unmodified saving throw vs. spell, while those with twice as many Hit Dice or levels as the witch are completely unaffected.

The affected undead creature obeys the caster's verbal commands and follows her orders without hesitation, although intelligent undead ignore obviously self-destructive commands. Any overtly hostile action by the caster breaks the spell. There is a cumulative 5% chance per day that an affected undead creature shakes off the witch's control and regains its free will. The monster resumes its normal behavior, but intelligent undead remember the caster's control and may take steps to ensure that they do not fall under her influence again.

The material component is a shred of cloth from a lich's phylactery, which the caster must keep on her person in order to maintain the spell. If she loses possession of the cloth, the spell ends automatically.

Notes: Restricted to witches; common. Witches use this form of the spell and no other. (Updated from *DRAGON* Magazine.)



Control Vapor

(Alteration)
(Air, Alchemy)

Level: 1
Range: 10 yds./level
Components: V, S, M
Casting Time: 1
Duration: 1 turn
Area of Effect: 30-ft. sphere
Saving Throw: Special

This spell can be cast in two ways: to control the movement of some amount of gas or vapor, or to create an area free of gas and vapor.

The first option allows the caster to control the movements of a quantity of gas or vapor, directing the cloud to move anywhere within the area of effect at a movement rate of 6. The wizard can move and engage in combat while controlling the vapors. The vapors can be released to allow the wizard to cast spells. This does not break the spell; the caster can regain control merely by exerting his will.

Alternatively, the caster can create a stationary bubble of vapor-free air up to 30 feet in diameter. Natural and magical vapors, and gaseous creatures as well, are pushed away and cannot enter the protected area. If this casting is used, the caster is free to carry out other actions.

The *control vapor* spell is effective against any naturally occurring mist or gas, as well as gaseous spells such as *wall of fog*, *stinking cloud*, *cloud-kill*, *incendiary cloud*, and gaseous breath weapons. Gaseous creatures (including creatures in *gaseous form*) are entitled to a saving throw vs. spell to resist the effects and if successful are not controlled by that casting of the spell.

The material component is a small glass tube.

Notes: Uncommon for witches and alchemists; otherwise rare.

Control Weather (Alteration)

Level: 6
Range: 0
Components: V, S, M
Casting Time: 1 turn
Duration: 4d6 hrs.
Area of Effect: 4d4 sq. mi.
Saving Throw: None

The *control weather* spell enables a wizard to change the weather in the local area. The spell affects the weather for 4d6 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the weather conditions to occur. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart.

The upper-cased headings represent the existing weather conditions. The small headings beneath each large heading are the new conditions to which the caster can change the existing conditions. Furthermore, the caster can control the direction of the wind. For example, a day that is clear and warm with moderate wind can be controlled to become hazy, hot, and calm. Contradictions are not possible—fog and strong wind, for example. Multiple *control weather* spells can be used only in succession.

The material components for this spell are burning incense and bits of earth and wood mixed in water. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Notes: Common spell (PHB).

Precipitation	Temperature	Wind
CLEAR WEATHER	HOT	CALM
Very clear	Sweltering heat	Dead calm
Light clouds or hazy	Warm	Light wind
PARTLY CLOUDY	WARM	Moderate wind
Clear weather	Hot	Moderate wind
Cloudy	Cool	Calm
Mist/light rain/small hail	COOL	Strong wind
Sleet/light snow	Warm	STRONG WIND
CLOUDY	Cold	Moderate wind
Partly cloudy	COLD	Gale
Deep clouds	Cool	GALE
Fog	Arctic cold	Strong wind
Heavy rain/large hail		Storm
Driving sleet/heavy snow		STORM
		Gale
		Hurricane—typhoon

Control Winds — Red Wizard

(Alteration)

(Air)

Level: 6

Range: 0

Components: V, S

Casting Time: 6

Duration: 1 turn/level

Area of Effect: 40-ft./level radius

Saving Throw: None

By means of a *control winds* spell, the caster is able to alter wind force in the area of effect. For every three levels of experience, the caster can increase or decrease wind force by one level of strength (see Wind Force table).

Wind Force	Miles Per Hour
Light Breeze	2-7
Moderate Breeze	8-18
Strong Breeze	19-31
Gale	32-54
Storm	55-72
Hurricane	73-176

Winds in excess of 19 miles per hour drive small flying creatures (those eagle-sized and under) from the skies, severely affect missile accuracy, and make sailing difficult. Winds in excess of 32 miles per hour drive even man-sized flying creatures from the skies and cause minor ship damage. Winds in excess of 55 miles per hour drive all flying creatures from the skies, uproot trees of small size, knock down wooden structures, tear off roofs, endanger ships, and so on. Winds in excess of 73 miles per hour are of

hurricane force.

An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. Note that while the spell can be used in underground places, the eye shrinks 1 foot for every foot of confinement, if the spell is cast in an area smaller than the area of effect. (For example, if the area of effect is a 360-foot radius, and the space only allows a 350-foot area, the eye shrinks by 10 feet to a 30-foot radius; a space under 320 feet in radius would



eliminate the eye and subject the spellcaster to the effects of the wind.)

Once the spell is cast, the wind force increases (or decreases) by 3 miles per hour per round until the maximum (or minimum) speed is attained. The caster, with one round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease, although the rate of the change cannot be altered. The spell remains in force for one turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes (or waxes) at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a *control winds* spell to counter the effects of a like spell up to the limits of his own ability.

Notes: Restricted to the Red Wizards of Thay, witches, Air mages, and mages of Storm, Weather, and similar specialties. Barred to generalists.

Converse with Sea Creatures

(Alteration)

(Province: Sea)



Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 10-yd. radius/level

Saving Throw: None

This spell allows the caster to communicate with any sea creature whose intelligence is "animal" or higher. The caster can understand such creatures and respond in the correct tongue. The caster can converse with some or all of the sea creatures within the area of effect, even if they are of different races and do not speak each other's languages.

Like the priest spell *speak with animal*, this spell does not guarantee that the sea creatures will be friendly toward the caster. The creatures are free to forgo speech and simply attack the caster if they wish.

Nor does this spell enable the caster to breathe underwater. If he can already (through ability, artifact, or spell), then the conversation can take place underwater. Otherwise, the caster must remain above, but still can be heard by those who dwell beneath the waves.

The material component of this spell is a small trumpet made of a shell, which is consumed by the spell's casting.

Notes: Common in arabian settings; otherwise very rare.

Cook

(Alteration)

Level: 4

Range: 2 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Up to 2 lbs./level

Saving Throw: None

Doubtless developed by a forgotten wizard with culinary interests, the *cook* spell instantly transforms the most common and ordinary ingredients into a perfectly prepared feast of the finest and most filling sort. Meats of even dubious freshness and flavor are seasoned to mouth-watering perfection and the exact degree of doneness desired; stale or unappealing vegetables are roasted or broiled to the most demanding tastes. In the process of cooking, all natural harmful agents are removed.

The spell is completely useless against living creatures—or even vegetables still in the ground—so the caster cannot render the head of a live goblin well-done, or broil a shambling mound chasing him.

Up to two pounds of meat and a suitable complement of vegetables, grains, or fruits—a hearty meal for two people—can be prepared per caster level. The caster must specify as he casts the spell how the food is to be cooked and seasoned. The material components are a pinch of tinder and a small dab of sulphur.

Notes: Rare. Known to be in *Prismal's Pocket Library, Vol. IV*.

Cool — Pluma**(Abjuration)**

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 4 hrs./level

Area of Effect: 1 individual/level

Saving Throw: None

The spell allows an individual to feel comfortable in conditions that would otherwise debilitate and even injure him, such as desert heat. It is useful to those making arduous treks across such terrain. If actual fire or heat damage would be inflicted—including magical fires, lava, and the like—the individual receives -1 point of damage per die (minimum 1 hit point per die).

The material component for the spell is a bit of duck down.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Cool Strength**(Alteration)****(Province: Sea)**

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 12 hrs./level

Area of Effect: 1 creature

Saving Throw: None

The *cool strength* spell prevents sunstroke, heat exhaustion, sunburn, and other harmful effects associated with hostile environments. The effects last 12 hours for every experience level the caster has. This spell is useful for desert travel as well as long voyages at sea—anywhere blistering heat is abundant and fresh water is scarce.

Even a cold-blooded or water-based creature can benefit from this magic. The spell keeps damp-skinned creatures damp. However, it does not allow water-breathing creatures to function on dry land. This magic cannot stave off the vultures indefinitely. Once its protection ends, the *cool strength* dweomer will not work again on the same creature for twice the length of time its protection lasted; attempts to cast similar spells fail in the same way.

The material components are a pinch of sand, a drop of water, and a drop of blood from the recipient creature. Recipients that lack blood (for

example, sandlings) can substitute another life-giving bodily fluid. Creatures that totally lack any such fluid (for example, undead) cannot receive the benefits of this spell.

Notes: Common in arabian settings; otherwise very rare.

Copy**(Evocation)****(Geometry)**

Level: 1

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 page or book

Saving Throw: Special

The *copy* spell enables the caster to make a perfect copy of a map, letter, or other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size to hold the copy. The caster holds the blank object over the object to be copied, then casts the spell; the copy appears on the formerly blank object. The length of the text is limited to 10 pages of standard size (roughly 9 inches by 12 inches).



The copy is permanent and is a perfect duplicate of the original. The spell cannot duplicate magical writings of any sort.

The material components for this spell are a piece of blank parchment (or a book with blank pages), and a drop of black ink.

Notes: Uncommon spell.

Cooling Breeze, Darsson's

See Darsson's cooling breeze.

Corpse Host

(Necromancy)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: Special

Saving Throw: None

This spell enables an individual touched by the caster (including himself) to transfer his lifeforce in order to temporarily animate the fresh corpse of a human, demihuman, or humanoid. The spell fails if cast on an undead creature.

The recipient can will the cadaver to move and act and can even cast spells through it—all while his or her own body is safely up to 5 miles away per experience level of the caster. While animated by the intruding lifeforce, the corpse ceases to decay; however, unless illusionary magic is cast upon it, the cadaver will appear to be a form of undead (such as a ju-ju zombie).

The spell recipient can see, hear, and sense through the host body. The host body can fight, talk hoarsely (with the voice of the corpse), and carry things—in fact, it can perform all tasks less exacting than lock picking, sewing, and similar handicrafts. It can even go adventuring and earn experience points for its “master.”

The recipient's mind functions in two places simultaneously—within the corpse host and within his real body. The real body can still sense (see, hear, and so on) exactly as before, even benefiting from enhancements such as a magical ring. The tradeoff is paralysis. Aside from breathing, blinking, and moving his eyes, the recipient cannot move his real body while the host is animated. (Friendly guards are a wise precaution; so is a pleasant or strategic view). The recipient's real body does not need to eat, drink, or sleep while the spell operates.

The recipient is vulnerable when the host body is the target of magical and psionic powers that

affect the mind. These are resolved as if the recipient was viewing the illusion or resisting the attack, although physical results affect only the host body.

Physical attacks against the host don't damage the recipient's body, though they do harm to the host body. The host body has a number of “hit points” equal to the recipient's normal maximum hit point total. The host body has the recipient's natural Armor Class (10), though it can wear armor and employ weaponry with the same restrictions that apply to the recipient. The host body does not benefit from anything worn or carried by the recipient's real body, however.

The host body can withstand attacks as well as (or as poorly as) the recipient. Note that since the host body is not undead, it cannot be turned or affected with spells or magical items that influence such creatures.

If the host body drops to 0 or fewer hit points, the recipient must make a system shock roll. Failure indicates that the recipient's body also dies along with the host body. The link between the recipient and host body can be abruptly severed by successfully casting the wizard spells *dispel magic*, *limited wish*, or *wish*, or by employing the priest spells *exorcism*, *spirit release*, or *dispel evil* against the host body. Severance of the mental link in this way also requires the recipient to make a system shock roll in order to survive the ordeal.

The recipient can abandon the link with the host body at any time, with no harm to himself. The host body immediately collapses (resuming its usual decay), and the recipient immediately regains control of his or her real body. The same thing occurs when the spell ends or the host body somehow moves beyond the spell's range or to another plane.

The spell requires a fresh corpse (dead no longer than one day per caster level) and as a material component a freshly-excised patch of the recipient's skin. Taking this piece of flesh from the subject at the time of the casting inflicts 1–3 points of damage. At the conclusion of the spell, the recipient is entitled to a saving throw vs. death magic. If failed, the hit point loss is permanent (consumed by the spell) and cannot be reversed or magically healed except with a *wish* or *restoration* spell. If successful, the loss in hit points is temporary, but can be regained only by normal rest.

Notes: Restricted to necromancers; common.



Corpse Link

(Alteration, Necromancy)

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 corpse

Saving Throw: None

With this versatile spell, a wizard establishes a sensory link between himself and a corpse or freshly animated zombie of a human, demihuman, or humanoid within the spell's range. This link allows the caster to gather sensory information from the vicinity of the cadaver or undead being. For every three levels of experience past the 1st, the wizard gains the ability to collect information from an additional sense via the *corpse link*. At 4th level, for instance, the wizard can choose two senses (three at 7th level, four at 10th level, and all five at 13th level).

- **Sight:** The caster can see what the corpse or undead creature sees as if looking through one of the creature's eyes.
- **Sound:** The wizard can now hear through one ear, exactly as if standing at the corpse's current location (if a wizard/thief, the caster can use his or her hear noise ability, too).
- **Smell:** With one nostril, the wizard can now smell things exactly as if standing at the corpse's current location. The spell conveniently masks the putrefying stench of the cadaver (if any) so that subtle variations of aroma (like the scent of a rose) can be detected easily.
- **Taste:** The caster can taste any substance that is introduced into the corpse's mouth. The substance (which may be solid or liquid) tastes exactly as if the wizard had placed it on one side of his or her own tongue. This can be especially useful when checking for poison in food or identifying unknown potions. The taste of the corpse's own rotting flesh is masked out by the spell.
- **Touch:** The caster gains the ability to sense the textural and environmental conditions, with a single hand, as if standing at the corpse's location. The wizard can gauge the surface texture and temperature of any object or substance that is placed in contact with the corresponding hand of the corpse.

The type and number of sensory signals is chosen by the wizard at the time of the casting, and cannot be changed for the duration of the spell. The

caster collects all the sensory information through a single organ (eye, ear, nostril, half of the tongue, or hand) belonging to the corpse or undead creature. This organ need not be attached to the rest of the cadaver for the spell to function properly.

While the spell is in effect, the wizard can still see/hear/smell/taste/touch normally through other (unlinked) organs. For example, a necromancer takes the left eye from a fresh cadaver and places it on a high ledge, with a strategic view of a front door. If the spell is now cast, the wizard's left eye would be able to see through the left eye of the corpse and spy on any visitors, while his or her right eye remains normal.

Furthermore, if the spell was cast on a zombie, the magic enables the caster to issue simple commands to the undead creature via this link. The commands to the undead creature can be no longer than four words and can deal only with the creature's movement (turn left, walk forward two steps, and so on). If either the caster or the undead creature moves beyond the range of the spell, the effects are negated.

The *corpse link* spell does not impart any animation to dead tissue; if cast on a regular cadaver, it will most likely remain stationary for the duration of the spell.

The spell requires a fresh corpse or newly-animated zombie. Unless some form of preservative magic has been employed to protect the corpse's decaying sensory organs (such as *embalm* or *spirit bind*), this spell cannot be employed on the remains of one who has been dead for longer than one day per level of the caster. The material components are the appropriate sensory organs of animals or monsters noted for their keen senses (such as the eye of a hawk, the ear of a rabbit, the snout of a pig, and so on).

Notes: Restricted to necromancers; common.

Corpse Visage

(Illusion, Necromancy)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the wizard's party adds a

modifier of +2 to its surprise roll.

Creatures with Low Intelligence or higher (ability score of 5 or more) and with 1 Hit Die or less (or who are 1st level or lower) must make a successful saving throw when first viewing the *corpse visage* or flee in terror for 1d4 rounds.

Corpse visage does not distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a saving throw to avoid the effect.

The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared by dotting it with paints of assorted colors.

Notes: Restricted to necromancers; common.

Corpse Whisper

(Necromancy)



Level: 4

Range: Special

Components: S, M

Casting Time: 4

Duration: Special, up to 1 day

Area of Effect: 1 undead

Saving Throw: None

This spell enables the caster to transmit a message to an undead creature. The message forms silently in the mind of the corpse in the natural voice of the caster. The caster does not need to be within line of sight of the undead creature, if it is one he currently controls. The caster is not privy to the mind or thoughts of the undead creature.

The undead recipient is forced to obey only if it is not a self-willed undead (that is, a zombie or skeleton) and not under the current control of the caster. Self-willed undead can do as they please, but fear of their master may be enough to spur them into immediate obedience.

The spell establishes a link with the undead creature that allows half as many one-round, one-sentence messages to be sent as the caster has levels (round down). For example, after casting the *corpse whisper* spell on an undead creature, a 9th-level caster could send the creature four messages, each consisting of a single sentence and requiring a single round to send. Even if no commands are sent, the spell wears off after a day.

The creature must be within 40 feet of the necromancer when the spell is cast, but after that the creature can travel up to a mile away and still receive commands. On the Demiplane of Dread, the spell will not function if the caster and undead minion are in different domains and the borders of either domain (or any intervening



domain) are closed.

The material component of this spell is the tongue of a dead man. Casting this spell on the Demiplane of Dread requires a RAVENLOFT powers check.

Notes: Restricted to necromancers and undead spellcasters; uncommon.

Corpselight

(Alteration, Necromancy)

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 body/level

Saving Throw: None

This spell causes a dead or undead body to glow with a pale radiance. The glow can be white, yellow, green, amber, or red according to the desire of the caster. The caster can alter the glow at will, provided he is within 30 feet of the glowing body. The light can vary from the barest outline to the brightness of a torch, suitable for reading or detailed work.

The glow is diffuse and constant, and does not penalize the undead figure in combat. The caster can affect one man-sized body per level, twice as many small-sized bodies, half as many large bodies, and one-fourth that many huge creatures. Nothing larger than huge can be affected by this spell. The glow does not harm undead creatures in any way. It can be cast on undead that have material form, even if that form is gaseous (such as wraiths, but excluding ghosts, which exist primarily on other planes). This spell can be used by necromancers but not by transmuters.

The material components of the *corpselight* spell are a pinch of saltpeter and a bit of phosphorous or glowworm.

Notes: Common for necromancers; uncommon for others. Known to be in the tome *Against the Undead*.

Corruption

(Necromancy)

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 1

Duration: 2 rds.

Area of Effect: 1 person

Saving Throw: Neg.

This spell inundates the target with an emotional flurry of corruption and greed. A person who fails a saving throw vs. spell temporarily succumbs to the temptations of dark power and becomes transfixed, lost among delusions of grandeur, and unable to take any actions for the duration of the spell. Success means the person is completely free of the spell's effect.

After the spell expires, a person who failed the initial saving throw must roll another saving throw vs. spell or be predisposed to favoring the caster. If the saving throw is unsuccessful, the target will hesitate for one round before attempting any offensive move against the caster, his minions, or property. As long as the person remains hostile and fails a saving throw at the beginning of the round, the person will delay further any action for one round.

Notes: Restricted to necromancers and undead spellcasters; uncommon, but favored by liches.

Counterspell Immunity

(Abjuration)

Level: 4

Range: Touch

Components: As spell countered

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

An individual enchanted with *counterspell immunity* becomes immune to the effects of one specific spell. At the time of casting, a wizard speaks the name of the spell to counter; the spell-caster must know it or have it in a spellbook or scroll. *Counterspell immunity* uses the material components of the spell it counters (if any).

This spell lasts 1d6 rounds, plus one round per level of the caster. However, this duration does not begin until after the spell has been activated—in other words, when the spell to counter has been focused on the target. A countered spell has a percentage chance equal to the *counterspell immunity* caster's level of reflecting back upon its caster. A spell with an area effect will not be reflected.

For example, consider Hurreck the warrior. His friend Lyrra, an 11th-level mage, has cast *counterspell immunity* on him to protect him from *hold person*. When the evil Zrral casts *hold person* solely upon Hurreck, his spell fails. Zrral faces an 11% chance that his own *hold person* spell will be reflected back upon him. Had Zrral spread the *hold person* spell across several targets, it would not have triggered the immunity.

Notes: Uncommon for abjurers; otherwise very rare.

Create Atmosphere (Alteration)



Level: 8
Range: 10 yds./level
Components: V, S, M
Casting Time: 1 hr.
Duration: Maximum 1 mo./level
Area of Effect: 1 cu. mi. volume/level
Saving Throw: Special

This difficult spell creates not merely air, but a magically self-renewing atmosphere that survives for one standard (28-day) month per level of the caster. It will last until exhausted or until the reverse of this spell is cast; *dispel magic* has no effect.

The *create atmosphere* spell can be cast on an object of any size, and will remain with it regardless of the object's gravity or state (for example, if a ship is destroyed, the spell remains centered on the largest chunk, or a random fragment, as the DM desires). This created atmosphere will replenish the atmosphere of another ship it encounters if their combined atmospheres are within the spell's volume limit, at the rate of 1 ship-ton per turn (that is, the atmosphere of a 24-ton ship can be renewed completely in 1 day). The spell cannot be cast on a creature of any sort.

This spell requires a small, stoppered flask and a drop of water. One hit point is permanently drained from the caster each and every time this spell is cast (a *wish* or *limited wish* can restore a hit point lost in this manner).

The reverse, *destroy atmosphere*, counters *create atmosphere*. It has no independent function; that is, it cannot be used to foul or eliminate an atmosphere that was not created by the *create atmosphere* spell.

Notes: Uncommon for spellcasters from a spelljamming culture; otherwise very rare.

Create Chosen One — Red Wizard (Alteration)

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 1 hr.
Duration: Instantaneous
Area of Effect: 1 human
Saving Throw: Neg.

Only wizards of evil alignment cast this spell.

It consists of a series of magical rituals and torments intended to turn a normal human (up to 3rd level) into a maddened, murderous creature known as a "chosen one." Victims must be bound and helpless in order for the spell to work. After the long casting time is completed, the victim must save vs. death magic or be transformed into a chosen one under the control of its creator.

In the FORGOTTEN REALMS setting the evil Red Wizards of Thay are notorious for their use of this spell.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common.

Chosen One: AL NE; AC7; MV 12; HD 3; THAC0 17; #AT 3 or 2; Dmg 1d4/1d4/1d8 or weapon/1d8; SA poison; ML Fanatic (18).

The bite is poisonous, save vs. poison or take 1d8 additional poison damage for 1d6 rounds. After 5th combat round, a chosen one has a 1% cumulative chance per round to go berserk (e.g. 5% on the 10th round). A berserk chosen one flees to find and destroy its master.

Create Crypt Thing (Necromancy)

Reversible

Level: 7
Range: Touch
Components: V, S
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: 1 corpse
Saving Throw: None

This spell enables the caster to cause a single dead body to animate and assume the status of a crypt thing. This spell can be cast only in the tomb or grave area the crypt thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the crypt thing remains until destroyed. Only one crypt thing can guard a given tomb.

A successful *dispel magic* spell returns the crypt thing to its original, unanimated state. Attempts to restore the crypt thing before this is done fail for any magic short of a *wish*.

The reverse of this spell, *destroy crypt thing*, utterly annihilates any one such being when it is touched by the caster (attack roll required). The crypt thing is allowed a saving throw vs. death magic to avoid destruction.

Notes: Very rare spell.

Create Darkenbeast**(Alteration)**
(Shadow)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 1 animal/level, 20-ft. diameter

Saving Throw: None

This spell enables a wizard to transform one or more mammals into darkenbeasts. Only animals of 2 Hit Dice or less are affected by this spell. The animals to be transformed must all be within a 20-foot-diameter circle. The spell automatically affects ordinary, nonmagical mammals of semi-intelligence or less. Animals with an Intelligence of 5 or more get a saving throw vs. spell to resist. Humans, humanoids, and demihumans are immune. The wizard can transform one animal for each level of his experience.

The spell can be cast only in darkness (for example, night, inside, or underground) and its effects last until daylight strikes the darkenbeast. At that time, the creature automatically reverts to its true form. Slain darkenbeasts also revert when struck by daylight. The spell *sun ray* or a magical *sun sword* breaks the spell, but a *continual light* spell has no effect.

The material component is dried wyvern's blood.

Notes: Rare spell. This spell is used mostly by evil wizards.

Darkenbeast: INT Semi-; AL NE; AC 4; MV 18; HD 5+5, hp 29 each; THAC0 15; #AT 1 (fangs) or 3 (claws and fangs); Dmg 3-12 or 1-4/1-4/3-12; SD immune to mind control; MR 25%; SZ L (20-ft. wingspan); ML special; XP 975.

A darkenbeast suffers -1 to attack rolls when exposed to bright light. A darkenbeast is telepathically controlled by the creator (do not check for morale) and cannot be summoned by another wizard.

Create Darkness — Drow**(Alteration)**
(Shadow)

Level: 3

Range: 40 yds. + 10 yds./level

Components: V, S

Casting Time: 3

Duration: Instantaneous

Area of Effect: 50-ft. radius

Saving Throw: Special

This spell instantly extinguishes all nonmagical sources of illumination in the area of effect. Magical light sources, including light shed by magical weapons, may be extinguished as well: Each such device or item is allowed a saving throw vs. disintegration to resist the effect. Items that fail are not destroyed, merely extinguished.

Normal light sources extinguished by this spell cannot be relit for one hour. Magical light sources receive a saving throw at the beginning of each turn with a +4 bonus to the roll; they relight themselves when the saving throw is made or, at worst, one full hour after being extinguished.

Notes: Uncommon for drow and spellcasters of the Underdark; otherwise rare.

Create Death Tyrant — Beholder
(Necromancy)

Level: 8

Range: 20 ft.

Components: V

Casting Time: 3 rds.

Duration: Instantaneous

Area of Effect: 1 beholder/Hit Die or level

Saving Throw: None

This spell allows a caster, usually an elder orb, to create death tyrants from the shells or corpses of dead beholders. One death tyrant is created for each Hit Die of the elder orb or level of the caster. The spell does not allow permanent control of the undead beholders. The caster controls the death tyrants created by this spell for 1d12 rounds, plus 1 round per caster level. Thereafter, the caster must use a *control death tyrant* spell to maintain control. Casting this spell is an inherently evil act. Only elder orbs or evil wizards of 18 or greater Intelligence can use this spell.

Notes: Restricted to elder orbs (common) and evil spellcasters with an 18 Intelligence or more (very rare).

Create Enchanted Tattoo

— Red Wizard

(Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: Creature touched

Saving Throw: None



This spell allows the creation of enchanted tattoos. The exact nature of the tattoo is determined by the caster, and the tattoo's effect is based upon the level of the caster. Only one tattoo is created by this spell, although multiple applications are possible.

- A wizard of 3rd to 6th level can inscribe the following tattoos:
 - +1 to any one saving throw (vs. death magic, vs. wands, and so on);
 - +1 to attack rolls; or
 - 1 to AC.

- A wizard of 7th to 12th level can inscribe the lower level tattoos, plus the following:

+1 to all saving throws;
One extra attack every two rounds; and
One extra spell—this can be of 1st or 2nd or 3rd level (only one spell, and only one level, not one of each).

- A wizard of 13th level or higher can inscribe all of the above tattoos plus the following:

+5% magic resistance;
+1 to any one attribute; or
+1 level of casting ability (this increases the caster's effective level, but not the total number of spells—an 11th-level wizard raised in casting ability in this manner casts spells as a 12th-level wizard in terms of range, area of effect, and so on, but does not gain access to the increased number of spells or to 6th-level spells until he actually becomes a 12th-level wizard).

Several restrictions limit the number and type of magical tattoos that an individual can bear. An individual cannot have more than three *enchanted tattoos*, and none of these can be of the same type. The casting wizard must also have a modicum of artistic talent, to sketch the desired tattoo. Some skin artists in Bezantur and elsewhere have prospered solely from their natural artistic



talent and the use of this spell.

Red Wizards of Thay often bear enchanted tattoos on their faces and shaved heads. It is believed that casters in arabian, oriental, and savage settings have their own versions of the *create enchanted tattoo* spells.

Notes: Common for the Red Wizards of Thay; otherwise very rare.

Create Major Helm

(Enchantment/Charm)

(Artifice)



Level: 7

Range: 2 yds.

Components: V, S, M

Casting Time: 1 turn/level

Duration: 1 day/level

Area of Effect: 1 item

Saving Throw: None

By casting this spell, the wizard can transform a normal chair or seat into a major spelljamming helm suitable for powering a ship through space. This spell does not replace the need for a permanent magical helm onboard, and is used primarily in emergency situations. Its casting ages the caster one year.

The major helm can power a ship of no more than three times the spellcaster's level in tonnage. A 20th-level wizard can therefore create a major helm capable of powering a 60-ton ship. In operation, a major spelljamming helm created in such a fashion is identical to a regular, permanent helm, with one exception. If dispelled, the helm created by this spell will disappear for a single round, then reappear.

Creating a helm counts as the casting of one spell, and therefore reduces the caster's effectiveness in using the helm for that day. Of course, this does not mean another spellcaster cannot act as the helmsman, using a helm created by another person.

The spell requires a chair, stool, or other seat suitable for use as a helm.

Notes: Uncommon for spellcasters from a spelljamming culture; otherwise very rare.

Create Minion (Necromancy)

Level: 9
Range: 10 ft.
Components: V, S, M
Casting Time: 1 rd.
Duration: 1–20 days
Area of Effect: 1 creature
Saving Throw: Special



This spell is used in conjunction with *confer* in order to create a *quasimancer*. When the minion is created, a corporeal undead minion is animated and reinstated with a portion of its former life essence, giving it artificial intelligence and spell-casting potential. In terms of physical traits, the minion becomes a wight, having all the abilities and statistics of that creature (see the *MONSTROUS MANUAL* Tome).

The minion is entitled to a saving throw vs. spell (as a 5 Hit Dice creature) to avoid falling under control of the caster. If it succeeds, it will do its best to escape and then go on a killing spree, resentful of the knowledge that its time of existence is limited. (Some created minions may try to find a wizard and force him to cast *permanency* upon them, thus negating the 1–20 day expiration of the spell.) If it fails, it falls under complete control of the caster and can act as its master's agent in the field. Its intelligence allows it to command other undead in its master's name, and it remains susceptible to the *confer* spell.

Created minions under control make all saving throws at the level of their master; they are immune to charm, sleep, enfeeblement, polymorph, electric-

ity, insanity, cold, and death spells; they exude a *fear aura*, 5-foot radius, requiring a successful save vs. spell or flee for 2d4 rounds.

A living person subjected to this spell must make a successful save vs. death magic or die, becoming a created minion and entitled to the saving throw as detailed above.

The material components of this spell are the body to be raised and a bit of brain matter.

Notes: Uncommon for necromancers; otherwise very rare. This spell can be learned only on its plane of origin.

Create Minor Helm (Enchantment/Charm) (Artifice)



Level: 6
Range: 10 yds.
Components: V, S, M
Casting Time: 1 turn/level
Duration: 1 week/level
Area of Effect: 1 item
Saving Throw: None

By casting this spell, the wizard can transform a normal chair or seat into a minor spelljammer helm suitable for powering a ship through space. This spell does not replace the need for a permanent magical helm onboard, and is used primarily in emergency situations. Casting this spell ages the caster one year.

The minor helm can power a ship of no more than twice the caster's level in tonnage; a 20th-level wizard can therefore create a helm capable of powering a 40-ton ship. In operation, a minor helm created in such a fashion is identical to a regular, permanent spelljammer helm, with one exception. If a helm created by this spell is successfully dispelled, it will disappear and must be created anew.

Creating a helm counts as the casting of one spell, and therefore reduces the caster's effectiveness in using the helm for that day. Of course, this does not mean another spellcaster cannot act as the helmsman, using a helm created by another person.

The spell requires a chair, stool, or other seat suitable for use as a helm.

Notes: Uncommon for spellcasters from a spelljamming culture; otherwise very rare.

Create Mythal

This spell was used in the *FORGOTTEN REALMS* setting to create the great mythal cities such as Myth Drannor. This spell required 9 wizards of reputed 41st level or greater! It is rumored to have permanently drained 1d6 hit points from each caster. The gods later took such power away from mortals.

Create Portal**(Alteration)**

Level: 5

Range: 100 yds.

Components: V, S, M

Casting Time: 5

Duration: 2d6 turns

Area of Effect: Crystal shell area, 100 ft. radius

Saving Throw: None

This spell can be cast only within 100 yards of a crystal shell surface. The spell causes a large area of the shell to become temporarily insubstantial and ethereal, allowing a ship (or anything else) of suitable size to pass through. The effect lasts for up to 12 turns, during which time any other ships or items can pass through.

The opening does not weaken the crystal shell, and any objects resting physically on the shell are unaffected by the portal. It takes but a fraction of a round for a ship to pass through a portal opened in this fashion. However, if the portal is dispelled or otherwise prematurely closed, roll 1d10 to determine the fate of the object passing through the opening as it closes (see table).

Roll	Result
1-5	Portal closes before ship reaches shell. Ship must turn or ram the shell.
6	Portal closes on the ship. Ship is cut in half.
7-10	Portal closes after ship passes through.

Portals created by this spell are magical and temporary, and can be dispelled. Portals that occur naturally in a crystal shell cannot be dispelled.

The material component of the *create portal* spell is a piece of wire wrapped about a bit of amber.

Notes: Common for spellcasters from a spelljamming culture; otherwise very rare.

Create Shade**(Alteration)****(Province: Sand)**

Level: 7

Range: 10 yds./level

Components: V, S

Casting Time: 7

Duration: 1 turn/level + 2d4 turns

Area of Effect: 10-ft. cube/level

Saving Throw: None

This magic creates a cool, shaded patch of ground for the comfort, rest, and survival of creatures stranded in a hot desert or other sun-baked place. The area is clearly delineated by a patch of dark shade on the ground, though there is no object to cast such a shadow. Those within the area of effect require less water, just like individuals in natural shade.

The spell does not otherwise modify temperature. Provided all can fit in the shaded area, any number of creatures can enjoy these benefits. In fact, this spell often attracts a large number of unwanted life-forms (such as insects). Other spells can be cast within the shaded area—for example, to eliminate unwanted intruders—without destroying the shade. Of course, a successful *dispel magic* causes the magical shade to disappear immediately. The caster doesn't have to concentrate to maintain the spell. He's free to sleep, study spells, or undertake intricate activities within the shade, without risking its loss. He can end the *create shade* spell instantly by an act of will.

There is no material component for the *create shade* spell, but it must be cast on sand or solid, natural ground. Cast on a roof or on the deck of a ship, it fails. Once cast, the shade cannot be moved. It remains in place regardless of the sun's position.

Notes: Common in arabian settings; otherwise virtually unknown.

Create Shade**(Alteration)****(Shadow)**

Level: 9

Range: Special

Components: V, S, M

Casting Time: 1 day

Duration: Instantaneous

Area of Effect: 1 being

Saving Throw: None

This powerful spell infuses one being with shadowstuff from the Demiplane of Shadow and

transforms that individual into a shade. The subject must be a single-classed human or demihuman (warrior, priest, thief, wizard, or psionicist only) of at least 10th level. Only a free-willed wizard can cast this spell successfully.

The casting of this spell is a long, delicate, and highly complex procedure. The caster and the subject must not be disturbed at all, or else the spell will fail. The caster must additionally cast *shadow walk*, *Lorloveim's shadowy transformation*, *gate*, and *permanency* upon the subject for the transformation to succeed. Upon completion of all the castings, the subject must survive a system shock roll.

A 25% bonus can be added to this roll if this spell is cast on the Demiplane of Shadow itself. A percentile roll less than or equal to the survival chance indicates that the subject has been transformed successfully into a shade. Failure means that the subject dissolves away into Shadow—lost forever—not even a *wish* can recover the subject.

It is possible for the subject to undergo an alignment change by this spell (see table). A *wish* spell can be used to prevent any change in alignment. After the spell is cast, the wizard loses 1d6 Constitution points and loses consciousness for 1d8 days. He also ages five years if he cast a *wish* spell to prevent an alignment change.

The material components for this spell are 10,000 gp worth of powdered onyx, 10,000 gp worth of powdered diamond; further, an *amulet of the planes* is also required to focus the magical energy. The powdered onyx and diamond are consumed during the casting of the spell, while the amulet is used to draw forth the necessary amounts of shadowstuff and planar energy from the Demiplane of Shadow and the Positive and Negative Material Planes respectively.

Notes: Very rare. This spell can be researched only on the Demiplane of Shadow.

Shade Alignment Table

1d10 Alignment Result

1	Stays the same
2-4	Moves one step toward true neutral
5-7	Moves one step toward evil
8-9	Becomes true neutral
10	Becomes neutral evil.



Create Slipgate (Chronomancy)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 hr.

Duration: Permanent

Area of Effect: 20 sq. ft.

Saving Throw: None

Upon casting this spell, the chronomancer twists the momentum of time to create a permanent gate between reality and the Demiplane of Time. The slipgate is totally flat, but it can be in any contiguous shape the caster desires, up to 20 square feet in area. The caster must make a save vs. spell once the spell has been cast; failure indicates that the slipgate collapses.

If successful, care must be exercised, since denizens of the timestreams are attracted to such portals and may be lying in wait on the Demiplane of Time or might possibly come through into reality. Slipgates are a liability as much as a convenience. A successful *dispel magic* can collapse the portal.

The material component for this spell is a diamond worth 5,000 gp that has been on Demiplane of Time for over one subjective day. The diamond is destroyed in the process.

Notes: Restricted to chronomancers; common.

Create Soundstaff

(Enchantment, Evocation)
(Province: Wind; Artifice)



Level: 7
 Range: Touch
 Components: V, S, M
 Casting Time: 6
 Duration: 60 days (charging) + 10 days (use)
 Area of Effect: 1 wooden staff
 Saving Throw: None

This spell helps dampen "excess" noise by gathering it in a wooden staff. The staff is planted in the ground or atop a roof when the spell is cast. For 60 days, it creates a spherical area of relative peace and quiet, up to 100 yards in any direction from the staff. Though normal conversations and spellcasting can occur in this area, the staff creates at least the illusion of a placid, peaceful area, even in the hubbub of a city marketplace or in a private garden beyond which a riot is occurring.

The staff "muffles" sonic attacks; all saving throws against such attacks in the area of effect gain a +1 bonus. More importantly, the staff fully absorbs all errant sounds "dumped" in the area as a result of *sand whisper* or similar magics. Sound-based attacks that are "dumped" by such magics are absorbed, too, and inflict no damage to those within the staff's area of effect. Examples include harpy songs, *shout* spells, and *power word* spells.

After 60 days, the staff can contain no more. It must be removed from its position before the start of the 61st day, or all magic within it is simply lost. (The same occurs, however, if the staff is moved prematurely.) Assuming the staff is removed promptly, it can function as a weapon for 10 days, emitting a sonic blast in the shape of a cone 60 feet long, with the tip at the staff, spreading to a base of 20 feet.

Those caught within the blast suffer the effects of *power word stun*. The staff can contain 2d6 of these charges. At the start of the 11th day, any remaining magic dissipates harmlessly, leaving the staff ready to receive more sound—as soon as the *create soundstaff* spell is cast upon it again.

Ruling emirs or local councils often ask wizards to maintain soundstaves throughout their cities (assuming the area has wizards of sufficient power). The wizards usually do this in return for a small token of gratitude, such as favors from their rulers or permission to conduct magical experiments undisturbed within the city confines.

To create a soundstaff, the caster must first fashion a staff of dark wood, with a white or blue stone worth at least 300 gp at its tip.

Notes: Common in arabian settings; virtually unknown elsewhere.

Create Spectral Wizard

(Necromancy)

Level: 8
 Range: Touch
 Components: V, S, M
 Casting Time: 1 turn
 Duration: Instantaneous
 Area of Effect: 1 wizard
 Saving Throw: Neg.

This spell allows the caster to cause a human or elf wizard or a gnome illusionist to die and become a spectral wizard. If the spell is cast on an unwilling recipient, the victim is allowed a saving throw vs. death magic to negate the spell.

In the process of dying and becoming undead, the spell recipient is drained of 1d4 levels. Once animated, the spectral wizard is free-willed, but any utterance from its creator acts as a *suggestion* spell upon it. Only a *wish* spell can free a spectral wizard of its undead state. A spectral wizard is restored to life has a 50% chance to be restored with his original levels intact. It is possible that another undiscovered process can restore the spectral wizard entirely.

Notes: Rare for necromancers; very rare for others. Known to be in *Kyristan's Mysteries*.

Spectral Wizard: AC 0 (8 on the Ethereal Plane); MV 12, Fl 15 (B); HD 5; THAC0 15; #AT 1; Dmg 0 or weapon; SA paralyze (one limb, 2d4 rounds), spellcasting ability as a wizard of a given level; SD Attackers at -1; silver or magical weapon to hit; immune to sleep, charm, hold, cold, fear, polymorph, paralyzation, and death magic; turned as a spectre.

Normally noncorporeal, spectral wizards are AC8 if fought on the Ethereal Plane. They can solidify with great effort to use material components or weapons; this takes 1 round in darkness to 2d4 rounds in bright light.

Create Talisman of Hishna

(Alteration, Enchantment/Charm)



Level: 5

Range: 0

Components: V, S, M

Casting Time: 3-18 months

Duration: Instantaneous

Area of Effect: 1 object

Saving Throw: None

This is the procedure by which a master artisan creates an item of *hishna*, talon magic. The object is more than a magical item; it is a work of art, and a piece of great personal pride to the artisan.

As with talismans of *pluma*, the listed items are a representative list. They are not of the "blow up the village" power level. If this restraint is kept in mind, player and DM designed talismans of *hishna* can be invented and added to the campaign easily (see Typical Talismans of Hishna).

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Typical Talismans of Hishna

Fire Peppers: This enchantment creates 4d20 tiny round objects. Each is bright red and the size of a small pebble. They can be used to immobilize the unsuspecting (or do worse).

When dissolved in up to a gallon of drinkable liquid, a *fire pepper* creates an odorless threat. Any-one who takes an exploratory sip is allowed a saving throw vs. spell. If successful the person is incapacitated for 1d6 rounds, gasping and choking and writhing on the ground in pain from the hot burn of the drink, and takes 1 point of damage per round. Anyone failing a saving throw, or who takes an unwary drink of the liquid is incapacitated for 2d6 rounds and takes 1 point of damage per round.

Someone tricked into eating a pepper whole must make an immediate system shock roll or die. For each pepper beyond the first taken in a single bite, the individual suffers a -5% to the system shock survival chance. Those who survive are incapacitated for 3d6 rounds and take 1 point of damage in each round.

Heartseeker: This is a heavy spear, almost like a footman's lance. Its head of hardened obsidian has been layered with the power of *hishna*. The weapon has a bonus of +2 to all attack and damage rolls. It is immune to the breakage rules for normal obsidian. When it hits on a natural roll of 20, the weapon strikes the heart, and the foe loses all remaining hit points.

Sandals of Speed: These stout leather sandals increase the wearer's base speed to 18. However, unlike *boots of speed*, they confer no Armor Class benefit, nor do they require any special period of rest. The wearer can cover vast distances, jogging along for 16 hours a day.

Spiderwalker: The spiderwalker is an enchanted being created from the body of a dried tarantula. When imbued with the power of *hishna*, it becomes a deadly terror.

It can be activated only at night, and will last only for the duration of that night. It ceases to function with the first rays of the sun—even if the sunrise is concealed by clouds or if the spiderwalker is indoors or underground.

The creature can spring up to 10 feet to attack. It can drop from any height, falling with great accuracy (+2 to hit) onto a victim below. A spiderwalker can be given very specific instructions by one who knows the command word. It can be directed to strike at a single individual, or to attack as many of a certain type (for example, enemy warriors) as it can encounter.

Spiderwalker: AC -4; MV 6; HD 13; THAC0 7; #AT 1; Dmg 1 + poison (save or die).

Talon of Zaltec: This is a small object made from the claw of a jaguar. The tip contains a lethal venom (-4 to saving throws). The wielder of the talon must make a successful attack roll in hand-to-hand combat; the individual struck must make a successful saving throw vs. poison or die. A single talon contains enough venom for 1d10 doses.

The other use of the talon is contained in the wide upper end of the claw. This contains a small amount of powder. If cast into the eyes of someone within 5 feet, that individual must save vs. spell or be blinded for 2d612 hours. All victims are considered AC10 for purposes of the blinding powder. The talon contains enough powder for 2d12 uses.

Create Talisman of Pluma

(Alteration, Enchantment)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 year + 3d6 months

Duration: Instantaneous

Area of Effect: 1 object

Saving Throw: None



This is the procedure by which a master artisan creates an item of *pluma*, feather magic. The tal-

isman created is more than a magical item; it is a work of art, and a piece of great personal pride to the artisan.

The works listed here are not the only items that can be made; they are a representative list. Players and DMs will note that they are not of the “blow up the village” power level. If this restraint is kept in mind, player and DM designed items of *pluma* can easily be invented and added to the campaign (see Typical Talismans of *Pluma*).

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Typical Talismans of Pluma

Bands of Might: These thin bands of *pluma* are worn around the wrists. They can greatly enhance the wearer's Strength—to 18/00, 19, or even 20. The exact increase is determined by the Dexterity and Wisdom ability scores of the *pluma* artisan; take the lowest score and add +3. This is the Strength conveyed by the wrist bands to the hands and arms of the individual.

The wrist bands benefit crushing and pummeling, as well as weapon-wielding power. They do not allow the casting of boulders. See table.

Effects of Bands of Might

Strength Rating	Bonuses to Hit	Damage	Open Doors
18/00	+3	+6	none
19	+3	+7	16 (8)
20	+3	+8	17 (10)
21	+4	+9	17 (12)
22	+4	+10	18 (14)

Feathertoken: This is a powerful charm of magic resistance and protection. It conveys an Armor Class bonus of +3 and an inherent magic resistance of 90%. The area of protection extends for 10 feet from the wearer. In addition, the *feathertoken* can effect a *featherfall* spell once per day. The spell can benefit the wearer of the token and anyone touching that person.

Moccasins of Free Movement: These beaded leather shoes are wondrous talismans that convey numerous effects: They function as *boots of elvenkind* in regards to allowing silent movement, they allow the wearer to move at his full rate, whatever the footing—as long as he is walking. Thus the wearer can cross swamps, wade shallow water (but not swim), even cross a sticky pool of tar, as if he walked upon smooth, level ground.

Plumalitter: The *plumalitter* is a work of featherweaving that is the only Maztican equivalent of a wagon. It is a rectangle of thick, fluffy plumage some 6 feet wide, 10 feet long, and 1 foot thick. It can carry up to 750 pounds. It requires a command word, but not an *elevate* spell, to activate. It will follow the one who commands it, matching his speed at a movement rate of up to 18. It can rise or descend at the rate of 30 feet per round.

Plumastone: The artisan who makes this talisman must be a weaponmaker as well as a master of *pluma*. An item of *plumastone* is an enchanted weapon with an obsidian tip or edge.

It can be a *maca* (a club edged with obsidian chips), a knife, a bundle of three spears, or a quiver of ten arrows.

The objects are not subject to the normal breakage rules for obsidian-tipped weapons. In addition, each receives a bonus of +2 to hit and +3 to damage rolls.

Skin of Pouring: This is a feathered waterskin that is always full. It can be used to pour forth water at the rate of 1 gallon per round.

Create Tree of Life

(Alteration, Enchantment)



•Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 tree

Saving Throw: None

By means of this spell a wizard can enchant a living sapling to become a *tree of life*, a magical item of tremendous power. Any tree less than one year old will suffice; this spell cannot be cast on an older tree. The sapling must have already sprouted from the ground, though the wizard can transplant such a sapling before casting the spell. The sapling grows to its full size in only one week, but has its full powers and capabilities immediately after the spell is cast.

The material component is a piece of copper wire formed in the shape of a tree.

Notes: Usable only on Athas (the *DARK SUN* setting), where it is common. The basic *DARK SUN* setting has full details about the *tree of life* in the magical item section.

Create Watchghost

(Necromancy)

Level: 8

Range: 50 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 corpse

Saving Throw: None

This spell allows the caster to animate a corpse with the spirit and intelligence of its former self and bind it into service until the demise of the caster. The *create watchghost* spell must be cast within five years of the corpse's death. Once animated, the watchghost remains until its destruction.

During the casting, the necromancer issues the watchghost's commands. Watchghost commands cannot require more than one task. Those commands must specifically define the terms of what task the watchghost is to do, how it carries out that task and one exemption, if any, to its commanded task. For example, "You are to guard my laboratory against all intruders except for myself. Kill anything that tries to enter my laboratory." During its time of service to its creator, the watchghost's alignment is lawful, though evil or good alignments

are unchanged from its former life. Upon the death of the caster the watchghost is freed from its orders and is free to roam, its original personality and mind inhabiting a powerful undead shell.

The material components are 1,500 gp worth of diamond dust, four of the caster's teeth ground to powder, and a handful of the caster's hair. The material components tie the lifeforce of the caster into the commands and the service of the watchghost.

Notes: Very rare; known mostly to a few necromancers.

Watchghost: AC 1; MV 9, Fl 9 (C); HD 7+2; THAC0 13; #AT 1; Dmg 2d8; SA chill ray; SD see list; MR 25%; SZ M (6' tall); ML Fearless (19-20); AL any Lawful; XP 4,000

Chill Ray: Strikes to 90 feet, THAC0 6, and penetrates magical protections and barriers of less than 4th level. The victim must save vs. death magic or take 2d12 points of damage, also save vs. petrification or be slowed for 2d12 rounds, minus 1 round per level.

Defenses: Immune to charm, sleep, hold, poison, petrification, polymorph, death magic, and cold-based attacks; immune to turning, holy symbols, and holy water; while insubstantial can't attack but is immune to normal weapons, magical weapons inflict 2x the magical bonus only.

Create Water

(Conjuration)

(Water)

Reversible

Level: 2

Range: Touch

Components: V, S

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 gallon/level

Saving Throw: None

This spell allows a wizard to create pure, cool water. The water is crystal clear and sparkling, with exceptional taste. This enchantment is favored by adventuring wizards who memorize the spell to ensure that they will have drinking water during their journeys.

The reverse of this spell, *destroy water*, allows a wizard to instantly evaporate one gallon of water per level of experience.

Notes: Uncommon for Water wizards; otherwise very rare.

Create Water**(Evocation)**

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 20 cu. ft./level

Saving Throw: None

This magic creates pure, cool, safe water: fresh or salt, as the caster desires. The water pours from the caster's hand, and will run away and be lost without available container(s) to hold it (although others can drink from the hand as if from a spout, or bathe in the flow). At the base level, this creates about 2,500 gallons, which will require about two hours to discharge.

Once begun, the spell continues until the caster's maximum volume has been created; the caster cannot turn off the flow and then turn it back on again, or save any for later emission. (The caster can move about to fill various containers and water various plants, or to avoid flooding a specific area, without affecting the flow). The flow of water is not powerful enough to disturb the caster's movement or to cause damage as a weapon. Although the water thus created is permanent, it evaporates as all water does in desert conditions, and may sink into the sand and be lost.

The material component is a drop of the caster's spittle or tears.

Notes: Common for Bedine desert sorcerers; otherwise very rare.

Creeping Darkness**(Evocation)****(Shadow)**

Level: 5

Range: 240 yds.

Components: V, S, M

Casting Time: 5

Duration: 3 rds./level

Area of Effect: 30 cu. ft.

Saving Throw: None

This spell creates a small, amorphous cloud of inky blackness (about $2 \times 3 \times 5$ feet). The cloud can be shaped and moved as desired by the caster throughout the duration of the spell if he maintains concentration upon it and does not move it beyond spell range. It has a movement rate of 6.

The blackness can seep through the smallest cracks and float in the air, as desired. The cloud is

impenetrable to all types of vision except a *true seeing* or similar spell. It also blots out all sound within the cloud (20% chance of miscasting spells with verbal components by spellcasters encased by it).

The blackness is susceptible to wind. The area of effect is reduced by 1 cubic foot and the duration by one round for every 5 m.p.h. of wind. While concentrating on the spell, the wu jen can normally move no more than 3 per round.

The material components for this spell are a whisker from an old black cat and a tiny bottle of smoke captured on a moonless night.

Notes: Common in oriental settings; very rare elsewhere.

Creeping Shadow, Lorloveim's*See Lorloveim's creeping shadow.***Crimson Scourge****(Necromancy)**

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 human

Saving Throw: Neg.

This terrible bleeding curse can affect one human of the spellcaster's level or less. Dwarves, elves, and other demihuman and humanoid creatures are immune to this magic. Upon pronouncing the curse, the wizard touches the victim, who receives a saving throw vs. spell at -2.

Failure means the victim begins to bleed profusely through the pores of the skin, taking 1-2 points of damage per round until dead. Regular first aid cannot prevent this damage, and most magical cures such as *cure light wounds* and *cure disease* have no effect upon the affliction. Such spells as *cure serious wounds* and *cure critical wounds* can staunch the hemorrhaging, but hit points can be regained fully only through time and rest. A *remove curse* followed immediately by a *heal spell* can negate the effect of this evil magic entirely.

The most horrible property of the crimson scourge, however, lies in the "contagiousness" of its effects, for whenever an afflicted victim comes into physical contact with someone else, the touched person may have to make a saving throw vs. spells at -2 or become likewise afflicted. An individual is immune to the curse so long as he has more levels or Hit Dice than the bleeding person; moreover, the spellcaster can never suffer the effects of his own *crimson scourge*. This plague

often goes by the name of "the red death."

The working of this curse requires that the wizard wear a scarlet robe and a faceless red mask, both made from the finest silk, worth at least 1,000 gp each. These garments can be reused as many times as desired.

Notes: Very rare. Known to be in *The Cryptichronos*, aka *The Book of Horrors*. (Updated from *DRAGON Magazine*.)

Crushing Hand, Bigby's

See Bigby's crushing hand.

Crushing Sphere — Phaerim (Evocation)

Level: 6

Components: V, S

Casting Time: 6

Range: 10 yds./level

Duration: 4 rds.

Area of Effect: 1 creature (size L or smaller)

Saving Throw: Special

This spell creates a shimmering sphere of force around a single target creature, which over four rounds tightens and crushes the trapped individual. Besides casting the spell against a chosen creature, the phaerim can direct it at a suspected creature's location—perhaps picked out by the phaerim's *detect magic* ability. If the phaerim can't actually see a target and several target creatures are present, the spell affects one chosen randomly.

The target creature receives a saving throw vs. spell at a -3 penalty. If successful, the sphere collapses in a spectacular burst of white light motes. If failed, the sphere forms around the creature and begins pressing inward. In this round only, the creature can trigger an item or cast a spell freely. The target creature is *slowed*. However, as the magical sphere partially protects the victim against outside magical and physical attacks, the net effects are as follows:

- Magical item effects and spells pass through the sphere without harming it.
- The creature loses any Dexterity-related combat bonuses.
- The creature benefits from a 2-point improvement to its Armor Class.
- Magical or physical attacks passing through the sphere to reach the trapped creature inflict less damage, -2 points per die, to a minimum of 1 point of damage per die.
- The creature has a -4 attack roll penalty.
- The creature is constricted each round. A constricted victim takes 1d4 points of damage the first round, 2d4 the second, 3d4 the third round,

and 4d4 the fourth. An *armor*, *barkskin*, *shield* or similar protective spell reduces the damage by 1d4 points per round (no damage the first round of constriction). Such protections can't form once constriction begins; if cast by a trapped creature, they are wasted. Long, rigid carried items (a quarterstaff, or an extended *rod of lordly might*) will prevent damage for one round, deforming the sphere and limiting it to 1d4 points of damage per round.

Constricted victims can't use spells with somatic components the round trapped, and later buffeting by pseudopods of force will prevent spellcasting at all. A creature with flight ability is increasingly hindered as the sphere closes; wings (even magical) will lose the ability to function properly. The tightening sphere gradually prohibits the victim from writing anything, picking a lock, or performing any other task requiring a high level of dexterity. The use of items is likewise hindered: The sphere will prevent a *rod of lordly might* from extending into a ladder or climbing pole, for instance.

A *dispel magic* spell destroys a crushing sphere instantly and harmlessly. Destructive spells (such as *fireball*) do not harm the sphere, but do harm a trapped victim who is not immune to their effects. If a *crushing sphere* ever comes into contact with certain other spells, special results occur:

- *Wall of Force*: The sphere instantly absorbs the wall. The sphere gains duration equal to the remaining duration of the wall. Sphere damage continues to increase each round (5d4 damage on the 5th round, 6d4 on the 6th, and so on).

- *Globe of Invulnerability*: A spectacular explosion ends both spells instantly. All within, protected by, or trapped in either spell effect take 6d6 points of damage and must successfully save vs. spell or be *feeble-minded*. Other beings within 30 feet must save vs. spell or suffer 2d6 points of blast damage. Missiles passing within 80 feet of the contact point are destroyed or deflected, missing their targets.

- *Prismatic spell (of any sort)*: A spectacular explosion ends the sphere and the prismatic spell loses 1d4 colors, in order. The other effects are the same as for the *globe of invulnerability*.

A *crushing sphere* cannot be cast into or while inside an existing *globe of invulnerability* or prismatic magic, or vice versa: such magics are simply wasted when cast.

If a sphere is cast around an ethereal creature or one that exists in more than one plane at a time, the creature is forced entirely into the other plane (the one the *crushing sphere* was not cast in). The creature can return to the plane from which it was forced if it has the power or means to do so.

The somatic component of this spell is a closing, crushing motion of one of the caster's hands.

Crypt, Knoslira's*See Knoslira's crypt.***Crystal Dagger, Nystul's***See Nystul's crystal dagger.***Crystal Dirk, Nystul's***See Nystul's crystal dirk.***Crystal Rhythms, Otto's***See Otto's crystal rhythms.***Crystalbrittle****(Alteration)**
(Alchemy)

Level: 9

Range: Touch

Components: V,S

Casting Time: 9

Duration: Instantaneous

Area of Effect: 2 cu. ft./level

Saving Throw: Special

The magic of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus, a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glasslike material easily shattered by any forceful blow. Furthermore, this change is unalterable by any means short of a *wish* spell; a *dispel magic* will not reverse the spell.

The caster must physically touch the item; if it is an opponent or something an opponent is using or wearing, the wizard must get into melee and make a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa. All items gain a saving throw equal to their magical bonus value or protection (the DM has this information). A +1/+3 sword would get a 10% chance to save (average of the two pluses); +5 magical armor has a 25% chance to be unaffected; an iron golem has a 15% chance to save (for it is hit only by magical weapons of +3 or better quality). Artifacts and relics constructed of metal can be affected at the discretion of the DM, though it is highly unlikely. Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Notes: Common spell (PHB).

Cubehopper**(Alteration)**
(Dimension)

Level: 6

Range: Infinite (plane of Acheron)

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 2 cubes of Acheron

Saving Throw: None

The *cubehopper* spell opens a temporary portal between any two "cubes" in the lower plane called Acheron, providing quick, safe transport for small raiding parties operating on that plane. The portal lasts until a number of creatures equal to the caster's level have passed through or until the duration ends. The caster can dispel the *cubehopper* portal at will.

Rumors state the *cubehopper* spell can be used to teleport between the planar layers of Acheron as well, but this is said to require a special spell key, which the rumormongers never seem to know.

Leaders of orc and goblin armies are notorious for using the *cubehopper* spell to escape routs and massacres (providing, of course, that their opponents haven't been quick enough to cast *gate* over the battle).

The material component of this spell is a chip of iron from each of the cubes to be connected.

Notes: Very rare; virtually unknown except to planar travelers; virtually useless except on the plane of Acheron.

Cure Wounds

Lost spell, some rare wizards (and good witches?), are reputed to have access to priestlike curing abilities.

Curse of Forgetfulness**(Enchantment/Charm)****(Mentalism)****Reversible**

Level: 7

Range: Touch

Components: V, S

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 spellcaster

Saving Throw: None

By means of this spell, a wizard bestows a special curse on a spellcaster that destroys the subject's ability to comprehend certain spells. Lost

spells cannot be rememorized or even cast from a scroll; the mind of the victim simply cannot understand and enact them.

Spells known to the victim are lost at random, beginning with spells currently memorized. One spell is lost instantly. An additional spell is lost every 10 days thereafter until the victim forever loses all spellcasting ability. Priest spells are not subject to this spell.

A *remove curse* spell does not affect this special curse; a *limited wish* or *wish* spell is necessary. Imbibing an undiluted *sweet water* potion, (not its usual application, hence this remedy is known to a few) will halt but not reverse the effects of a *curse of forgetfulness*.

The reverse of this spell, *bestow remembrance*, reverses the effects of a *curse of forgetfulness*, a *forget* spell, and similar magics.

Notes: Uncommon for witches; otherwise very rare.

Curse of Lycanthropy

(Abjuration, Necromancy)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: Person touched

Saving Throw: Neg.

This spell inflicts a special form of lycanthropy on the person touched. Only humans, demihumans, and some humanoids can be affected, and true lycanthropes or shapeshifters are naturally immune. The victim is entitled to a saving throw vs. spell to resist the spell's effects; failure subjects the person to the curse.

On the night of the full moon each month, and the nights immediately before and after, the victim suffers a lycanthropic episode lasting from moonrise to moonset. During these hours, the victim becomes maddened with a maniacal *bloodrage* that urges him to commit murder and mayhem against any who cross his path. He is especially attracted to people for whom he feels strong emotion, and these are usually his first victims.

During the *bloodrage*, the victim's Strength score is increased to an effective 19, he attacks unarmed for 1-2/1-2/1-3 points of damage with his bare hands and teeth, and he gains 2d10 temporary hit points. He is completely feral and likely to attack anything he encounters. While vulnerable only to silver or magical attacks, the victim cannot be magically healed or regain abilities that are refreshed by

sleep during the three days of the episode. The victim remembers nothing of the nights in question. The victim is not a true lycanthrope and cannot pass on the curse to his own victims.

At the end of the three-day episode, the victim receives a new saving throw vs. spell with a -3 penalty to break free of the curse. Failure means another episode will occur in the next month. The *curse of lycanthropy* lasts until the monthly saving throw succeeds, or a *wish* spell is used to free the victim. A *remove curse* spell entitles the victim to a new saving throw on the spot to escape the curse, but failure means the caster must gain another level before trying again.

The material component is a drop of blood from a true lycanthrope.

Notes: Very rare, normally employed by evil casters. Known to be in *Prismal's Pocket Library*, Vol. IX.

Curse of the Grinning Skull

Aka everwatching skull.

Curse of the Gypsies

(Enchantment/Charm)

Reversible

Level: 3

Range: Touch

Components: V

Casting Time: 6

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: Neg.

By means of this spell, an individual is marked as an enemy of the gypsy folk. The caster utters a ritual curse in the tongue of the gypsies while touching the individual, who receives a saving throw vs. spell to resist the mark. Failure means that the curse takes effect with three distinct manifestations.

- *Repel Equines:* The victim is plagued by a peculiar odor repellent to all equines or quasi-equines, including but not limited to horses, donkeys, mules, centaurs, hippocrits, pegasi, hippocampi, and unicorns. Quasi-equines of low intelligence or higher are hostile toward the marked one, and either flee (75% chance) or attack (25% chance) if the individual approaches within 30 feet. Equines of animal intelligence may refuse to carry the individual, draw a cart or carriage the individual is riding in, or carry the individual's belongings or anything the individual has handled (see Equine Reaction table).

d8 Equine Reaction

1-2 The animal refuses to carry the individual or his belongings.
 3-6 The animal can be forced to submit, but if the individual rides, the animal's resistance halves his mounted speed.
 7-8 The animal attacks to drive off the offensive individual.

- **Bad Luck:** The marked one suffers from persistent ill fortune. Once per day, the DM may make a special luck check as the individual attempts an action such as attacking, casting a spell, or using a thief ability, or a nonweapon proficiency. The DM rolls 1d20; on a roll of 11 or higher (no modifiers allowed), the action fails miserably. The cursed individual's ill fortune tends to strike at the most inconvenient times.
- **Mark of the Gypsies:** The creature receives an indelible mark on its forehead. Druids, bards, rangers, and thieves recognize the mark, as do those versed in gypsy lore, although recognition does not necessarily prejudice them against the individual. The mark can be identified by means of a *read magic* or *detect charm* spell. All gypsies recognize the mark instantly, and may shun, harass, or attack the outcast to drive him away with all the resources at their disposal.

The *curse of the gypsies* can be lifted by a *remove curse* spell. All three effects are undone by the single spell.

The reverse of this spell, *blessing of the gypsies*, causes equine and quasi-equine creatures to be favorably disposed towards the individual. The blessed one can quiet restless equines and urge mounts or pack animals to amazing feats of endurance, increasing their speed or maximum load by 25%. The blessed one gains good luck, which grants him automatic success at one action per day (selected by the DM) on a roll of 11 or higher on a d20. Lastly, the individual receives a *blessed mark*. Any gypsy to whom the mark is revealed will hold the individual in the highest regard and aid him if at all possible. The *blessing of the gypsies* lasts for one year.

Notes: Restricted to those of gypsy blood, including related peoples such as the Vistani of the RAVENLOFT setting; common.

**Curse Tablet
(Necromancy)**

Level: 3
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 1 turn
 Duration: 2 days/level
 Area of Effect: 1 creature
 Saving Throw: Neg.

This is the most common spell used by evil wizards to kill by means of magic. The caster writes the name of his victim on a lead tablet, drives a nail through the tablet, invokes the spirits of the dead, and places the tablet within an occupied tomb.

Every midnight thereafter, the victim must roll a saving roll vs. spell. Failure means he suffers horrible dreams of his own death and awakens sick and exhausted, having lost half his current hit points (round fractions down) or 1 hit point, whichever is greater. If he succeeds, there is no effect. If he succeeds three times in a row, the curse is broken, the writing on the tablet vanishes, and that particular caster cannot use a *curse tablet* against him for one year.

The spell can be safely negated by finding the tablet (it radiates magic and evil) and casting a *bless* or *remove curse* spell upon it. Melting or breaking the tablet also breaks the curse, but this inflicts 1d4 points of damage upon the victim.

Notes: Restricted to evil spellcasters; uncommon for witches and necromancers; otherwise rare.

Cursed Bow
*Reversed form, see Haelyn's bow.***Cursed Image — Hishna**
(Evocation, Necromancy)

Level: 4
 Range: 10 mi./level
 Components: V, S, M
 Casting Time: 1 hr.
 Duration: 5 rds. + 1 rd./level
 Area of Effect: 1 creature
 Saving Throw: Neg. or $\frac{1}{2}$

This spell allows the caster to inflict punishment and damage upon a target creature that is some distance away.

The caster must first make a small, clay image of his victim. The caster must know the general whereabouts of the target, as well as be familiar



with his appearance—though the caster need not have seen the target himself, if others provide a detailed description. The molding process is the casting time of the spell.

After the object is complete, the caster (only) can manipulate the image, and inflict damage upon the target. If he holds it tightly, the victim is immobilized, unless he makes a saving throw vs. spell. A successful save allows the individual 1 round of movement, but he must save against the effects of the cursed image on each and every round.

If the caster pummels or pounds the piece, he can inflict 1d10 points of damage per round, though a saving throw vs. spell reduces the damage to half. He cannot damage the image and hold it immobile in the same turn.

The material component of the spell is the clay image. If a tiny bit of hair, skin, nail clippings, etc., of the victim can be incorporated into the image, the victim suffers a -2 penalty to all of his saving throws.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Cutting Hand, Laeral's

See Laeral's cutting hand.

Cyclical Light, Ramael's

See Ramael's cyclical light.

Cyclone Chariot

(Conjuration)

(Air)

Level: 7

Range: 0

Components: V, S

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

This spell calls forth a whirlwindlike force of great strength. The *cyclone chariot* forms beneath the feet of the wizard and up to eight other man-sized creatures, lifting them up to a height no greater than 20 feet.

From there, the wizard mentally controls the chariot, moving in any direction desired at a rate of 48 (MC: E), as long as the terrain is relatively flat and open. Across mountainous or rough terrain, movement is reduced to 18; in woodland terrain, movement slows to 12. The chariot can cross such obstacles as pits, chasms, ravines, bodies of water, and so forth, floating level with the last

solid surface it touched until reaching solid ground again.

Any missile lighter than a boulder hurled at the chariot's occupants is blown aside by its cyclonic winds (spells such as *magic missile* are unaffected). Physical attacks against the occupants are possible only to flyers and those whose weapons are long enough to reach; such attacks are made at a -3 penalty. The chariot itself is immune to physical attack.

The chariot is an effective weapon. It can make a *cyclonic attack* if it moves at a rate of 6 or less. Any creature with 4 Hit Dice or less caught in its path must save vs. death magic or be swept away and killed. Any creature smaller than huge size (size H) must save vs. paralysis or be drawn into the cyclone and buffeted for 1d4 rounds, then thrown 10d10 feet in a random direction, taking 10%-100% of its total hit points in damage (1d10 \times 10%). A creature surviving being thrown must again save vs. paralysis upon landing to avoid being stunned for 2d4 rounds.

Creatures of huge size or larger are attacked as if the chariot was a 16 Hit Die monster, with successful attacks inflicting 2d10 points of damage.

The spellcaster cannot attack with spells while mentally controlling the chariot, though magical device use is possible. Those with the caster can use missile weapons at a -3 penalty, and can make physical attacks without penalty upon any foe they can reach. Spellcasters other than the wizard controlling the cyclone chariot can cast spells as if on a stable platform.

Notes: Rare for Air mages, Storm mages, and Weather mages; otherwise very rare. (Updated from *POLYHEDRON* Newszine.)





Daltim's Fiery Protector (Enchantment, Conjuration/Summoning) (Fire)

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 5
Duration: Permanent
Area of Effect: 1 object
Saving Throw: None

This spell is usually cast on an object, sometimes a spellbook, that the caster wishes to protect. *Daltim's fiery protector* summons and imprisons an unintelligent and very minor fire elemental to guard the object. Much like the 4th-level *fire trap* spell, *Daltim's fiery protector* can be placed on any closable item, such as a book, box, door, or chest. No other closure or warding spells can be placed on the item; if such is attempted, both spells fail.

Special markings must be made on the affected item, so it can be detected by thieves (and others able to detect traps) with normal chances for detection. The item also radiates heat. Those attempting to remove the trap (by affecting the markings) have only half the normal chance to succeed; failure sets off the spell immediately. A thief who successfully disarms the trap frees the imprisoned elemental, which might attack before fleeing. An unsuccessful *dispel magic* spell does not cause the spell to go off, while a successful *dispel* causes the spell to dissipate and return the imprisoned elemental harmlessly to the Elemental Plane of Fire.

The caster can use the trapped object without activating the guardian. The caster might also establish a password that can be used by others to allow safe access to the object. If the object is opened by anyone else, the spell is activated, and the object's guardian is released to attack the transgressor. The fiery protector is similar to the weak elemental summoned by a *dust devil* spell; it has 2 HD, AC 4, and can be hit by normal weapons. The fiery protector can attack once per round, inflicting 1d4 points of damage on a successful strike. The elemental can move at a rate of 18 and sets fire to any flammable object it touches, including opponents it hits or any flammable item that hits it. The guardian attempts to kill or drive away the individual who tried to open the protected object. It will not move more than 120 yards from the object to which it is bound. If the elemental is killed, the spell is ended. Otherwise, the creature stays active until the offending

individual is killed or goes away, at which time it returns to its imprisonment with the item, ready to attack the next individual who attempts to open the item.

During casting, the caster must mark the protected item, making a small symbol that serves as the prison for the fiery protector. The material components include sulphur, which is sprinkled onto the object, and a ruby worth at least 500 gp. The gem is used to lure the fire elemental into its prison and is consumed during casting.

Notes: Rare or very rare. Known to be in *Daltim's Tome of Fire*.

Daltim's Flaming Fist (Evocation) (Fire)

Level: 4
Range: 10 yds.
Components: V, S, M
Casting Time: 4
Duration: 1 rd./level
Area of Effect: Creates 1 fist
Saving Throw: None

Daltim's trademark, this spell produces a fiery fist about the same size as a normal human fist. The fist appears in midair within 10 yards, anywhere the caster desires. Within limits, the caster controls the fist for the duration of the spell.

The fist must stay within 60 yards of the caster but can be made to go anywhere within that area, easily crossing the entire area as the caster wills. Once per round, the caster can either touch an inanimate object with the fist or direct the fist to strike an opponent.

If a flammable object is touched by the fist, a successful saving throw vs. magical fire is required or the item burns.

If the caster attacks with the fist (foregoing any other attack that round), an attack roll is made as if the caster himself was making the attack. If the attack roll is successful, Daltim's flaming fist strikes the opponent and bursts into a 3-foot radius sphere of fire, centered on the point of impact and engulfing the target, which suffers 1d4+1 points of damage.

If the fist misses, its damage potential is stored, to be released on the next successful attack. Thus, if the fist misses once, then hits, it causes 2d4+2 points of damage; if it misses twice and then hits, it causes 3d4+3 points of damage, and so forth. If the spell's duration runs out before any successful attacks are made, any stored damage potential is released in a fiery

burst with a 3-foot radius, centered on the fist's present location. Any creature caught in that radius must make a successful saving throw vs. spell or take the damage stored in the spell (1d4+1 for each round it missed up to that point).

If the caster stops concentrating on the fist, it continues to attack its last target each round until the spell's duration runs out. If the fist's last direction was not to attack, then it remains in place, possibly setting fire to anything that touches it.

The spell's material component is a glove made to fit the caster. A pinch each of sulphur and phosphorus must be placed inside the glove; all components are destroyed upon casting.

This spell is not to be confused with *Malec-Keth's flame fist* from the *Tome of Magic*.

Notes: Very rare. Known to be in *Daltim's Tome of Fire*.

Daltim's Proof Against Fire

(Abjuration)

(Fire)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Permanent

Area of Effect: 1 object, 1 cu. ft./level

Saving Throw: None

This spell grants immunity to fire to the object on which it is cast. The protected object cannot be burned by any means. The caster can affect up to one cubic foot of material per caster level; thus, a 14th-level wizard can protect an item with up to 14 cubic feet of mass. Only solid objects can be affected by the spell. The item affected remains cool to the touch.

If *Daltim's proof against fire* is cast upon an item large enough to be worn (such as a suit of armor or a cloak), that item can be used as protection against normal fires, granting immunity to the effects of any normal flame that is blocked by the item when it is worn. The individual wearing the item also receives a +2 to any saving throws against magical fire.

The material component is an ink made of red dragon blood and a crushed ruby of 5,000 gp value. Protective runes are brushed onto the item before casting the spell; these fade and disappear when the spell is cast.

Notes: Very rare. Known to be in *Daltim's Tome of Fire*.

Damage Mirror — Old Empire (Alteration)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: Special (one use)

Area of Effect: 10-ft. radius

Saving Throw: None

This spell is the bane of those who like to melee wizards. If a *damage mirror* spell is active, the wizard is not protected against attack, but if the wizard is struck by a weapon, there is a sound of shattering glass, and every creature attacking the wizard and within a 10-foot radius suffers an identical amount of damage. Thus an archer firing at range against a wizard is not be affected, but a swordsman 10 feet away from the wizard is.

The spell is canceled once it has been triggered; if the opponents have multiple attacks in that melee round, only the first successful attack triggers the *damage mirror* spell. This spell is not affected by spells or magical attacks, except for *dispel magic*, which has a normal chance of negating it. If not triggered, it lasts for 1 round per level of the caster.

If the caster is endangered by a special melee attack from an assassin that could slay him instantly, the assassin can roll a Dexterity check to realize the nature of the wizard's protection and avoid striking a fatal blow. Otherwise a fatal blow to the wizard kills the assassin instantly.

The material component for this spell is crushed glass from a broken mirror.

Notes: Very rare spell. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Dance Macabre (Necromancy)

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 corpse

Saving Throw: None

The *dance macabre* spell causes a single dead body, no more than twice the caster's mass, to animate, moving like a marionette according to the caster's wishes. The body's crude and clumsy movements do not allow it to attack, nor to per-

form precise or delicate actions. However, it can lift and drop heavy objects with both hands.

The corpse has 1d8 hit points and an Armor Class appropriate to its clothing or armor. A turning attempt successful against zombies dispels this enchantment, causing the corpse to drop to the ground.

Many necromancers use *dance macabre* to animate a fallen member of a group of hostile creatures. The DM might require a morale check to determine if the creatures flee in fear.

The spell's material component is a drop of blood.

Notes: Common for necromancers; otherwise very rare.

Dancing Blade

(Evocation)

Level: 4

Range: 10 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 sword

Saving Throw: None



This spell allows the wu jen to animate any nonmagical sword, causing it to spring into the air of its own volition, hover, and fight for the one designated by the caster.

The sword must be usable by the protected individual's character class, and cannot be a sword in the possession of another. The sword always stays within 5 feet of the individual and should that character be slain, the sword drops to the ground. Controlling the sword requires no concentration and the protected individual can fight with another weapon at the same time. The sword has the same number of attacks and chance to hit as the protected individual. It inflicts normal damage, not gaining any Strength bonuses the designated individual may have.

The material component for this spell is a tiny stick puppet waved in the direction of the individual to be protected.

Notes: Common in oriental settings; very rare elsewhere.

Dancing Dweomer, Laeral's

See Lareral's dancing dweomer.

Dancing Fire — Phaerimm

(Evocation)

Level: 1

Range: 10 yds.

Components: V

Casting Time: 1

Duration: 1d6 + 3 rds.

Area of Effect: Special

Saving Throw: None

This spell creates a flashing, leaping, semicircular, horizontal arc of flame in midair. The arc is 12 feet from end to end, and 2 feet thick. It moves steadily, at a rate of 1, from its point of origin in a direction set at the time of casting (and unalterable thereafter), until the spell expires or the arc strikes a solid barrier. If it burns through a barrier, such as a wooden door, the arc continues on in the same direction until spell expiration.

The flames inflict 3d4 points of damage upon each being they contact, and force saving throws vs. magical fire for all flammable items (cloth, paper, etc.) they touch. Striking a target does not slow or stop the arc; one being cannot shield another from its effects.

Notes: Restricted to Phaerimm; common.

Dancing Lights

(Alteration)

(Fire)

Level: 1

Range: 40 yds. + 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: Special

Saving Throw: None

When a *dancing lights* spell is cast, the wizard creates, at his option, from one to four lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by will-o'-wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The dancing lights move as the spell-caster desires, forward or back, straight or turning corners, without concentration upon such movement by the wizard. The spell cannot be used to cause blindness (see the 1st-level *light* spell), and it winks out if the range or duration is exceeded.

The material component of this spell is either a bit of phosphorus or wychwood, or a glowworm.

Notes: Common spell (PHB).

Dancing Shadows**(Illusion/Phantasm)****(Shadow)**

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 2

Duration: 2 rds./level

Area of Effect: 30-ft. cube

Saving Throw: Neg.

Upon casting this spell, the wizard creates a dancing pattern of flickering lights and shadows in the area of effect. All creatures in the area must save vs. spell or be disoriented while there and for two rounds after leaving the area. Disoriented creatures suffer a -2 penalty to attack rolls, saving throws, and proficiency checks. Missile attacks made into or through the area are also penalized. Those with the blind-fighting non-weapon proficiency suffer half the penalty, while creatures that do not rely on vision ignore the dancing shadows completely.

A thief who successfully saves gains a +20% bonus to the thief hide in shadows ability while in the area of the *dancing shadows*, to a maximum of 99%.

Notes: Uncommon for illusionists and shadow mages; otherwise rare. (Updated from *POLYHEDRON* Newszine.)

Dancing Weapon — Alhoon
(Alteration)

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 4

Duration: 7 rds.

Area of Effect: 1 weapon

Saving Throw: None

This spell enables the caster to animate a single weapon to fly about (at MV Fl 27, MC A) and attack a single target being by itself. The foe must be visible to the caster during casting. Thereafter, the caster can cast other spells or turn his attention to other tasks.

The weapon always hits. Each round, the victim and the weapon roll 1d20. If the weapon roll is higher, the weapon does its maximum damage; if the rolls are equal, roll for damage in the normal way; if the victim's roll is higher, roll again: an even result means the weapon does 2 points of damage, and an odd result means it does 1 point of damage.

During the spell, the weapon is AC -1, and has 44 hit points. It has no sentience, and can't be affected



by mind-controlling spells. It cannot strike at the caster or at the wrong target: it only attacks the target chosen during casting, and can't switch targets (if the target flees out of range, dies, or otherwise escapes, the spell ends). The caster can end the spell in an instant, by silent act of will. It also ends if the weapon is destroyed by spell or by hit point loss.

This spell won't work on magical weapons (weapons bearing a permanent dweomer). It will work on an otherwise normal weapon that has had a temporary spell cast on it, but consumes such a weapon when the spell ends or is stopped.

If a tool or handy item is used instead of a fashioned weapon, a hand-held item causes 1d4 points of damage, a shovel or other tool with a shaft causes 1d6 points of damage, and anything larger than the volume of a large man can't be moved by the spell (wasting the spell). The largest items that can be animated by this spell include such objects as a barrel, a high stepstool, a suit of armor strapped to a rack, a small boat anchor, a two-wheeled pushcart, and the like—typically these cause 2d4 points of damage; never more than 2d6.

The material components of this spell are the wing of an insect or the feather of a bird. The required weapon is consumed only if it has been temporarily enchanted.

Notes: Restricted to alhoon (undead illithid); common.

Dancing Werelight, Nystul's
See Nystul's dancing werelight.**Dancing Whip, Laeral's**
See Laeral's dancing whip.

Dark Mirror**(Abjuration, Alteration)
(Shadow)**

Level: 2
Range: 0
Components: V, S, M
Casting Time: 2
Duration: 1 rd./level or special
Area of Effect: The caster
Saving Throw: Special

The caster chooses to do one of three things at the instant of casting: 1) prevent magical darkness from forming around himself, 2) reflect an incoming magical darkness effect back upon its source (up to 10 yards per level distant), or 3) allow himself to see perfectly in or through any darkness, up to 10 feet per level (this effect lasts one turn per level).

The only time a saving throw applies to this spell is when darkness is to be reflected back upon a source creature. In this case, a successful saving throw vs. spell by the source creature causes the magical darkness to pass out of existence; failure means the darkness is centered directly on its own caster. Note that if the caster of *dark mirror* chooses to reflect darkness back at the original source, but not directly upon the specific source creature, then no save is allowed; the darkness is stationary and a mobile being can leave the area freely.

Once cast, *dark mirror* remains in effect and can either prevent the formation of or reflect back multiple darkness effects (even several in the same round) until the spell expires.

The material components of this spell are a small mirror and a candle, which need not be lit.

Notes: Very rare. Known to be in *The Arcanabula of Jume*.

**Dark Wings — Drow****(Alteration)**

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 1 rd./level
Area of Effect: Creature touched
Saving Throw: Neg.

This spell transforms a piece of bat wing and a piece of bone into a short-lived, magically-assisted pair of giant bat wings. These powerful appendages have a 15-foot tip-to-tip span, and sprout from the shoulders of the caster or one who is touched by him (who must save to negate the spell, even if willing).

The wings allow the affected being to fly clumsily (MV Fl 15, MC:D), but with great power. With these wings, a being can slow a fall, carry companions or gear of up to twice his normal body weight, or glide to bring up to three times the winged being's normal body weight to a harmless landing.

In flight, the wings can buffet other creatures for 2d4 damage per round (slowing flight to 6 per round), and can be used to shield the winged creature and others, giving them the wings' AC of 4 if desired. The wings can take any amount of damage without collapsing or harming their owner. They slow walking movement rate to a maximum of 6, however, dragging behind the being on which they have grown. They cannot be removed before the spell expires, even by the caster, without the use of *dispel magic* or polymorph magics.

Notes: Restricted to drow; uncommon.

Darkbolt — Alhoon**(Evocation)**

Level: 5
Range: 0
Components: V, S, M
Casting Time: 5
Duration: 1 rd. + 1 rd./level
Area of Effect: The caster, creates 2 tentacles
Saving Throw: Special

This spell causes a black, rubbery tentacle to spring from each of the caster's hands. These eel-like members leap through the air at up to two targets of the caster's choice up to 30 feet away, striking with the caster's THAC0 and a +3 attack roll bonus.

If a tentacle misses, it wriggles back to the caster during the next round, and then can be hurled again in the third round (by act of will; the

caster can cast other spells or take other actions during the second round).

If a tentacle hits, the victim takes damage equal to 1d4 hit points, plus 1 point per level of the caster. Further, the victim must save vs. spell. If the save succeeds, the tentacle inflicts 1d4 points of damage upon the victim on the next round and fades away forever.

If the save fails, the victim takes double damage and is constricted by the tentacle, which inflicts 2d4 points of damage per round thereafter until the spell expires or the victim gets free (whereupon the tentacle fades away). Each round, apply tentacle damage, and then roll 1d20 for the tentacle and the victim; if the victim's result is higher, he has torn free. Once a tentacle hits, it cannot change to another target.

The material component of this spell is the whole or partial body of a dead worm or snake, a piece of octopus or squid tentacle, or part of a roper's strand or a pseudopod from a mimic or other creature able to extrude appendages.

Notes: Restricted to alhoon (undead illithids); common.

Darkness, 15' Radius

(Alteration)

(Shadow)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 turn + 1 rd./level

Area of Effect: 15-ft. radius

Saving Throw: None

This spell causes total, impenetrable darkness in the area of effect. Infravision is useless. Neither normal nor magical light works unless a *light* or *continual light* spell is used. In the former event, the *darkness* spell is negated by the *light* spell, and vice versa.

The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Notes: Common spell (*PHB*).

A third-level variant of the *darkness* spell is thought to exist, developed by drow. It is immobile, centered on the caster's location, and lasts for one turn per level.

Darkning Bolt

(Evocation)

(Shadow)

Level: 4

Range: 180 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Bolt 60 ft. long × 5 ft. wide

Saving Throw: ½

This spell creates a bolt of "negative lighting." This bolt is so black that anyone seeing it has a 10% chance of going blind for 1d4 turns. Black sparks and tendrils of darkness play about the bolt for the brief instant it exists. The bolt starts up to 180 yards away from the caster and extends 60 feet farther. All creatures within the area of effect take 1d6 points of damage per level of the spellcaster (to a maximum of 10d6). A saving throw vs. spell for half damage is allowed. If the *darkning bolt* strikes a solid surface (such as a wall), it bounces back toward the caster until the total length of the bolt is 60 feet.

The material component is an onyx rod and a bit of black fur.

Notes: Uncommon for shadow mages; otherwise very rare. (Updated from *DUNGEON Magazine*.)

Darksense

(Alteration)

(Shadow)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

When a wizard confers the power of a *darksense* spell, the recipient gains the ability to transmit and hear high-pitched sounds, as many bats do. This gives the creature a clear "picture" of the

physical area that surrounds him, to a distance of 120 feet. For the duration of the *darksense* spell, the affected creature suffers no penalties for being in darkness or light. The creature may be blind, though he must close his eyes in order to use the *darksense* if he is not.

Colors are not perceived, nor are variations in heat levels or distinctions between light and dark. Thus some actions, such as the reading of scrolls, are not possible while the creature is under the influence of a *darksense* spell. The creature is unable to detect any visual illusions, colored gases, clouds of dust or mist, *mirror images*, insubstantial beings such as certain undead, etc. Insubstantial or noncorporeal beings can attack as if the creature was blind, gaining +4 bonus to hit. This spell does not function (treat as blinded) in a *silenced* area.

The caster can end the spell with a word at any time before it expires.

The creature does not need any other sensory organs besides his mouth and ears (being gagged or having plugged ears prevents effective use of this spell).

The spell requires two bats ears and a small silver tuning fork, which must be rung audibly upon completion of the spell's casting. None are consumed by casting the spell.

Notes: Rare spell. Known to be in *Manor's Manual of Sight*. (Updated from *DRAGON Magazine*.)

Darsson's Cooling Breeze

(Alteration, Evocation)

(Air)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 4 hrs./level

Area of Effect: 5-ft./level diameter

Saving Throw: None

This spell is a less powerful but longer lasting version of the *gust of wind* spell. The caster can place the effect on an object or at a specific point. When cast, the air about this point moves slowly clockwise around the center. The air movement will not move faster than 5 mph, about the same as a ceiling fan, and is far too weak to move a sailing ship, for example. This spell can be used to keep air moving in an enclosed place, making a stifling room more comfortable. Richer citizens of Halruua often cool their homes by means of this spell. It works well when combined with large blocks of ice, which can be purchased from enterprising wizards who use the *wall of ice* spell.

The material component of the spell is a dried legume.

Notes: Rare or very rare. Known to be in *Darsson's Notebook*.

Darsson's Eye in the Sky

(Alteration)

(Air)

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 4

Duration: 3 rds.

Area of Effect: 10-ft. diameter circle

Saving Throw: None

By use of this spell, a form of programmed levitation, a wizard causes all people and loose objects within the area of effect to move upwards to a desired height, rotate once, and return to the ground. The maximum height is 10 yards per caster level, to a limit of 100 yards. The upward journey requires one round. Objects reaching that height then circle the vertical axis of the spell like a merry-go-round, taking one round for a full circle (any object or person at the center of the upper circle simply rotates in place). After one rotation, all affected objects descend and land gently by the end of the third round.

All affected objects rise and fall at the same rate and maintain their relative positions to one another. If the height desired by the caster is solidly blocked, as by a ceiling, the objects will rise as far as they can, and stop gently just before impact. Normally, to be affected, an object must fit entirely within the area of effect, but a single object larger than the area of effect can be lifted by this spell, also.

The spell allows anyone in the area of effect to rise into the air, visually scout the area, and return safely to the ground.

The material component is the eye of a bird.

Notes: Rare or very rare. Known to be in *Darsson's Notebook*.

Darsson's Fiery Cube

(Evocation)

(Fire)

Level: 2

Range: 5 yds./level

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 10-ft. cube

Saving Throw: $\frac{1}{2}$

The *fiery cube* is an explosive burst of flame that fills an area no larger than a 10-foot cube. It detonates with a low roar, creating a cube of fire. The fire inflicts 1d4 points of damage per level of experience of the spellcaster, to a maximum of 10d4. The fiery cube will fill any open space in its area of effect but does not expand beyond that area. Thus, if it were cast in a corridor 5 feet wide and 7 feet high, it would fill a volume of $10 \times 7 \times 5$ feet.

The caster points his finger and speaks the range (distance and height) at which he wishes to place the spell's center. A streak of orange light flashes from the pointing finger, detonating in cubic shape at the prescribed place unless it strikes a solid object before reaching that place (early impact indicates an early detonation). Creatures in the area of effect that make a saving throw vs. spell take only half damage.

Besides causing damage, the spell ignites all combustibles in its area of effect and melts soft metals. Exposed items require a saving throw vs. magical fire to determine if they are affected. Items in the possession of a creature that makes its saving throw are unaffected.

The material component of this spell is a tiny cube of bat guano, a small amount of sulphur, and a flake of phosphorus.

Notes: Rare or very rare. Known to be in *Darsson's Notebook*.

Darsson's Music Box

(Enchantment)

(Song)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: Variable

Duration: Permanent

Area of Effect: 1 object

Saving Throw: None

Using this spell, a wizard can enchant an inanimate object, usually a seashell or small box, to play a magically recorded message or song. The caster can use the spell to save a special song, to play dramatic music when anyone enters his dungeons, or to create a fancy doorbell.

The message recorded can play for up to one turn. To record, the wizard casts the spell and mentally commands the recording to begin any time in the next round. Likewise, the caster can end the recording by mental command before the maximum one turn duration has expired. Any sound made within a radius determined by the caster (up to 30 feet) will be recorded.

Recorded material is played back when specific conditions are fulfilled according to the spellcaster's instructions. Playback can be at any non-damaging volume, determined at the original casting time. Two recordings made of the same musical piece, made at the same time, can be made to respond to the same condition, producing a stereo effect. Most of Darsson's music boxes are set to respond when the name of a recorded piece is spoken, but they can be set with any trigger, general or specific. Some examples are "when anyone knocks on this door" or "when the king enters the throne room." Another possibility is "when one or more halflings enter the larder." Cues must be audible or visual in nature. The trigger cannot distinguish invisible creatures, alignments, levels, Hit Dice, or classes, except by external garb.

Recordings of spellcasting and command words will not actually cast spells or cause magical items to function. A recording can be used to trigger a *magic mouth* or other spell that requires a specific condition to be met (such as *Darsson's music box*), provided the condition specifies a recorded message as a trigger.

The material component for the spell is a pearl or a small cube of brass, which is placed inside the ornately carved box, polished seashell, or other fine object on which the dweomer is to be placed.

Notes: Rare or very rare. Known to be in *Darsson's Notebook*.

Darsson's Potion

(Enchantment)

(Alchemy)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 hr./level

Area of Effect: 1 vial of water

Saving Throw: None

This spell prepares a vial of water to accept another spell, allowing the caster to make an "instant" and temporary potion without going through the steps normally associated with making one.

The spell's material component is a vial containing at least one ounce of water; the water must be reasonably clean but need not be pure. The caster must touch the vial of water while casting *Darsson's potion*. Immediately afterward, the wizard (or another spellcaster) must cast another spell, directed at the vial of water, using

all that spell's normal components. Rather than having its normal effect, this second spell is absorbed into the water, creating a temporary potion that can be imbibed any time during the duration of the *Darsson's potion* spell. The second spell then takes effect on the imbibier as if the spell itself were cast on the imbibier (but never as if the imbibier were the caster).

The spell cast into *Darsson's potion* must be 3rd level or lower and must be one a caster could and would cast on himself or herself. For example, *feather fall*, *shield*, or *cure light wounds* could be cast into *Darsson's potion* because they affect the caster directly. Spells like *friends*, *identify*, *shocking grasp*, or *fireball* cannot be cast into *Darsson's potion* because those are spells that the caster would always use to affect an object or another person. If a question arises, the DM decides whether or not the spell functions.

The secondary spell stored in *Darsson's potion* has standard effects according to the level and ability of the spellcaster who placed it into the elixir.

Notes: Uncommon or rare for enchanters or alchemists; rare or very rare for others. Known to be in *Darsson's Notebook*.

Dauntra's Cloak

(Necromancy)

(Alchemy)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell protects the recipient against all known venoms and poisons (including poisonous gases, but not choking smoke or other physical airborne dangers) in the caster or another being touched during casting. Despite its name, the spell is not a visible aura, shield, or cloak, but an internal body state that automatically negates any poison coming into contact with it—allowing a being who knows he'll face poison to prepare for it beforehand.

The spell duration is based on the caster's level. The spell is thought to be effective on all mammalian creatures, and it requires a human hair and at least two drops of a known (liquid) poison in its casting.

Notes: Rare or very rare spell. (Updated from *DRAGON Magazine*.)



Dazzle — Red Wizard

(Evocation)

Level: 2

Range: 10 yds. + 10 yd./level

Components: V, S

Casting Time: 2

Duration: Instantaneous

Area of Effect: 15-ft. radius

Saving Throw: Neg.

This spell creates a blinding flash of light in its area. Everyone within the area of effect who fails a saving throw vs. spell is subject to a -4 penalty on initiative rolls, attack rolls, and proficiency checks. Dazzled individuals receive a -20% penalty to all thief abilities. Effects of this spell last for 2d4 rounds.

Notes: Common for the Red Wizards of Thay; otherwise rare.

Dead Man's Eyes

(Necromancy)

Level: 6

Range: 0

Components: S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: Special

Dead man's eyes is a deadly necromantic attack. It causes the whites of the caster's eyes to turn black and his pupils to reshape themselves into small white skulls. The caster can affect one victim per round, providing the creature is within 30 feet of the caster and meets his gaze. The gaze attack is in addition to other actions by the caster.

- Creatures with 2 Hit Dice or fewer (or 2nd level or lower) instantly die. No saving throw is allowed.
- Creatures with 2^+ to 5 Hit Dice (or 3rd to 5th level) instantly die unless they save vs. death magic at a -2 penalty. Those who succeed in their saving throws suffer 2d6 points of damage.
- Creatures with 5^+ Hit Dice or more (6th level or greater) suffer 2d6 points of damage unless they save vs. death magic.

If the caster's gaze is reflected back on him (by a mirror, calm water, etc.), he must make a saving throw vs. spell or suffer the effects. When the spell ends, the caster has a 5% chance to become blind for the next 5 to 10 hours (1d6+4).

The material components for this spell are two eyeball-sized glass marbles. The marbles must be the same color as the caster's eyes.

Notes: Restricted to necromancers; uncommon.

Deadly Strike, Tenser's

See Tenser's deadly strike.

Deafness

(Illusion/Phantasm)

Level: 2

Range: 60 yds.

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

The *deafness* spell causes the recipient to become totally deaf and unable to hear any sounds. The victim is allowed a saving throw vs. spell. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This *deafness* can be done away with only by means of a *dispel magic* spell or by the spellcaster.

The material component of this spell is beeswax.

Notes: Common spell (PHB).

Death

Aka death spell; also witches' death spell.

Death Armor

(Abjuration, Necromancy)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: Special

This spell surrounds the caster with a crackling black aura that injures any creature that comes into contact with it. Once the caster activates the spell's protection, any creature that strikes the wizard with bare hands or its own natural weapons must make a saving throw vs. death magic. Failure means the creature suffers 2d6 points of damage. The wizard sustains full damage from any successful attack.

Most normal animals and any monster attacking without weapons are subject to this spell, including humanoid creatures that choose to grapple, pummel, or overbear the caster. Weapons and ranged attacks inflict damage on the caster normally. Any number of creatures can be affected by the *death armor*, suffering the effect for each attack they make. Animal and semi-intelligent creatures, if they attack at all, will usually abort a multiple-attack routine when they first take damage.

The *death armor* spell is a passive defense; the wizard himself must save against its effects if he tries to grasp or grapple an enemy. The spell ends after 1 round per caster level. A caster slain while wearing the *death armor* is engulfed in a burst of black energy; his next resurrection survival check is made at a -20% penalty.

Preparations: Any time within 8 hours of casting this spell, the wizard must spend two full rounds anointing his garments and body with a rare unguent worth at least 300 gp. Once the wizard has coated himself, the *death armor* can then be invoked at any time in the next 8 hours with a casting time of 2. If the wizard does not activate the spell's protection during this time, the unguent is expended with no effect.

Notes: Restricted to necromancers; rare. (Updated from *DRAGON Magazine*.)

Death Bump — Ghul

(Necromancy)



Level: 5
 Range: 10 yds./level
 Components: V, S
 Casting Time: 5
 Duration: Instantaneous
 Area of Effect: 1 creature
 Saving Throw: Special

The *death bump* is a spell generally used by ghul lords; and is a mixed blessing. It allows an individual receiving fatal damage in the round prior to its casting to return to life. However, it transfers all that damage from the victim to another nearby target individual (friend or foe alike).

When the spell is successfully cast, the recently dead (or dying) character rises to life in the following round with 1d6 hit points. These hit points are subtracted from total damage taken by the character in the round of death, and the remaining hit points are transferred to the target individual and subtracted from his hit point total.

The target individual doesn't have to be willing. An unwilling target is allowed a saving throw vs. death magic. If the saving throw is successful, the slain individual remains dead and the target individual suffers no damage. In this case, the ghul lord is instantly revealed as the caster of the spell, as a grayish nimbus of dim light surrounds him for several moments after the spell has been cast.

Notes: Common for ghul lords; very rare in arabian settings; otherwise unknown.

Death Door*Aka* door of death.**Death Field***Reversed form, see life field.***Death Fog**(Alteration, Evocation)
(Air, Alchemy)

Level: 6
 Range: 30 yds.
 Components: V, S, M
 Casting Time: 6
 Duration: 1d4 rds. + 1 rd./level
 Area of Effect: Two 10-ft. cubes/level
 Saving Throw: None

The casting of a *death fog* spell creates an area of *solid fog* that has the additional property of being highly acidic. The vapors are deadly to liv-

ing things, so that vegetation exposed to them will die—grass and similar small plants in two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid suffers damage according to the length of time it is exposed to the vapors of a *death fog*, as follows:

1st round: 1 point
 2nd round: 2 points
 3rd round: 4 points
 4th and each succeeding round: 8 points

The *death fog* otherwise resembles the 2nd-level *fog cloud* spell: rolling, billowing vapors that can be moved only by a very strong wind. Any creature attempting to move through the *death fog* progresses at a rate of 1 foot per unit of normal movement rate per round. A *gust of wind* spell cannot affect it, but a *fireball*, *flame strike*, or *wall of fire* can burn it away in a single round.

The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals), which must be obtained from an alchemist.

Notes: Common spell (PHB).



Death Link**(Necromancy)**

Level: 8

Range: 240 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Neg.

Also called *body sympathy*, this spell puts the wizard and a target creature in a two-way sympathetic link. Any damage inflicted on the wizard is automatically inflicted on the linked creature as well; should the caster die, so too will the linked creature. Conversely, if the linked creature is damaged or hurt, the caster will be hurt as well.

Saving throws, ability checks, and Armor Class are considered those of the individual attacked—only the effect is carried over to the partner in the death link. The only exception is that if the linked creature dies, the caster survives unless enough points of damage have been received through the link to prove fatal. Both curative and destructive spells cross the link—healing one party heals the other.

Once cast, the spell cannot be ended by either party until its duration runs out or one or the other party physically leaves the plane of existence the other occupies. Distance between the parties (except at the initial casting) has no effect on this spell.

The *death link* is occasionally used as a tool of revenge by powerful wizards against individuals weaker than themselves, but it is more often used as a vouchsafe to protect one side or the other in negotiations—if both sides can be hurt by a single act of treachery, then both sides tend to negotiate in better faith.

Notes: Uncommon spell. Known to be in *The Alcaister*, an ancient tome.

Death Recall**(Divination, Necromancy)****(Mentalism)**

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 corpse

Saving Throw: None

This spell enables the caster to visualize the final minutes of the life of any creature or person

that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over.

The material component for this spell is a fragment from a shattered mirror.

Notes: Restricted to diviners, mentalists, and necromancers; uncommon.

Death Screen, Otiluke's*See Otiluke's death screen.***Death Sight****(Necromancy)**

Level: 3

Range: 30 yds.

Components: S

Casting Time: 1

Duration: 5 rds.

Area of Effect: 1 being

Saving Throw: Neg.

The victim of this spell sees everyone around him as a walking corpse. A saving throw vs. spell negates the effect. Otherwise, the being must make a RAVENLOFT fear check in the first round. (The victim makes a saving throw vs. paralyzation, adjusted for Wisdom. Failure means victim flees with a 60% chance of dropping held items; flight continues until the threat is outdistanced or evaded, or the spell duration expires. If cornered, defense is possible after a round of hesitation, but at -2 to attack rolls and Armor Class, and the victim is 25% likely to miscast any spell attempted.)

If the fear check is passed, the victim must make a RAVENLOFT horror check at the beginning of each of the next four rounds of the spell's duration. (The victim makes saving throws vs. paralyzation, adjusted for Wisdom. Failure means some long-term effects apply: see table.) Once the spell duration ends, no more horror checks are necessary, though the results of a failure last a full month.

The DM decides if and how characters can shorten long-term effects. Use of the *forget* spell and successfully facing down similar fears might help. The DM is encouraged to reward creative solutions.

Notes: Uncommon in the RAVENLOFT setting; otherwise rare.

1d4

Horror Result

1	Aversion
2	Senseless Rage
3	Mental Shock
4	Fearstruck

Aversion: The character must avoid undead or be *fearstruck* automatically. In the open, a minimum distance of 30 feet must be maintained. Indoors, the character cannot bear to be in the same room with the undead, and has a round to leave or be *fearstruck*. Aversion persists for a month.

Fearstruck: This is just like failing a fear check (see above); the character flees, possibly (60%) dropping held items. Further, for the next month, whenever the character confronts undead, he must save vs. paralysis at -2 or flee immediately.

Mental Shock: The character is *stunned* for 3 rounds, then can save vs. paralysis each round to recover. If three saving throws in a row are failed, the character goes into *deep shock*, and one attempt to recover is allowed each hour. The general condition lasts a month; during this time, whenever undead are encountered, the character must save vs. paralysis at -2 or go into mental shock again.

Senseless Rage: When confronted by undead, the character must berserkly try to smash them and anything that gets in his path to them. Double attacks are made at +2 to hit and damage. If the undead are destroyed, the character carries on as if they weren't. Starting round 4 and on even-numbered rounds, a saving throw vs. paralysis is allowed to return to normal. The tendency to fly into these rages lasts for a month. New meetings with undead require a saving throw vs. paralysis at -2 or the senseless rage takes over.



Death Smoke

(Evocation)
(Province: Wind)



Level: 5
Range: 30 yds.
Components: V, S, M
Casting Time: 5
Duration: 1d4 + 1 rds.
Area of Effect: 20-ft. radius sphere
Saving Throw: ½

This spell creates a dark, billowing, noxious cloud that cannot be burned or blown away. Those trapped in the cloud fight as if in total darkness (even creatures with infravision, ultravision, or echo-location). In addition, they suffer 6d4 points of damage for each round of contact, unless they have no need to breathe (e.g., undead or nonliving things) or are protected in some manner vs. poisons. When the spell duration ends, the smoke fades harmlessly away.

Like the fifth-level *cloudkill* spell, the *death smoke* is heavier than air. It seeks the lowest levels, flowing down stairs and into burrows.

Although it cannot be affected by natural or magical winds, the smoke can be deterred by physical objects in its path (such as a stone wall, or a *wall of iron* spell). If cast underwater, this spell causes a harmless burst of vapor that rolls water away for one round.

The material components of *death smoke* are a crushed insect or arachnid, plus a pinch of sand. Both are consumed by the casting.

Notes: Common in arabian settings; very rare elsewhere.

Death Spell

(Necromancy)

Level: 6
Range: 10 yds./level
Components: V, S, M
Casting Time: 6
Duration: Instantaneous
Area of Effect: 30-ft. cube/level
Saving Throw: None

When a *death spell* is cast, it snuffs out the life forces of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a *wish*. The number of creatures that can be slain is a function of their Hit Dice.

Creatures' Hit Dice	Maximum # of Creatures Affected
Under 2	4d20
2 to 4	2d20
4+1 to 6+3	2d4
6+4 to 8+3	1d4

If creatures of differing Hit Dice are attacked with a *death spell*, roll the dice (4d20) to determine how many creatures of under 2 Hit Dice are affected. If the number rolled is greater than the actual number of sub-2 Hit Dice creatures, apply the remainder of the roll to the higher Hit Dice creatures by consulting the following table.

Creatures' Hit Dice	Conversion Factor (CF)
Under 2	1
2 to 4	2
4+1 to 6+3	10
6+4 to 8+3	20

In other words, from the 4d20 roll subtract the number of creatures of less than 2 Hit Dice (these creatures die). If there are any remaining points from the 4d20 roll, subtract 2 for each creature of 2 to 4 Hit Dice (these creatures also die). If this still doesn't use up all the 4d20 roll, subtract 10 for each creature of 4+1 to 6+3 Hit Dice, and so on. Stop when all the creatures are dead, all the 4d20 roll is used up, or the remainder is less than half the CF of any remaining creatures. (If the remainder is one-half or more of the CF of a creature, that creature dies.)

For example, a mixed group of 20 goblins, eight gnolls, and four ogres, led by a hill giant, are caught in the area of a *death spell*. The 4d20 roll gives a total of 53 points; 20 of this eliminates the goblins (20×1 CF), 16 kills the gnolls (8×2 CF), and the remaining 17 kills two ogres (10 points to kill one ogre, and the remaining 7 points are enough to kill one more ogre). The other two ogres and the hill giant are unharmed.

A *death spell* does not affect lycanthropes, undead creatures, or creatures from planes other than the Prime Material.

The material component of this spell is a crushed black pearl with a minimum value of 1,000 gp.

Notes: Common spell (PHB).

Death Spell, Witches'
See Witches' death spell.

Death Spider — Drow

(Alteration, Necromancy)

Level: 8
 Range: Touch
 Components: V, S, M
 Casting Time: 8
 Duration: Special
 Area of Effect: 1 limb
 Saving Throw: Neg.

This horrible spell causes one of the victim's own limbs to instantly become a mindless, hairy black spider. The spider twists about and starts eating the victim's flesh, doing 1-2 points of damage per round. Anything worn or carried by that limb drops away.

The victim is allowed an initial save against the spell. If it fails, only a *remove curse* in tandem with a *polymorph* spell, or a *limited wish* or more powerful means, will end the condition. (A *dispel magic* will be effective only if cast within 2 rounds of the touch that confers the *death spider* condition.) The afflicted limb can be severed and burned to destroy the death spider. If done within a round of its creation, only a hand or foot will be lost (with 1d4+1 points damage, a system shock roll, and the loss of the limb's mobility and abilities). If left until longer, the entire limb will have to go, with the loss of 1d12+4 hit points and a system shock roll.

A death spider has no poisonous bite or other spider powers, but if unchecked it will inexorably consume its entire host.

One day after the host is entirely eaten, the spider will exhibit the webspinning, venom, and

other abilities of the spider type it resembles, becoming a giant-sized spider of that type.

The material components of this spell are a small live spider of any sort, a drop of the digestive juices of any creature, and a tooth (from any source).

Notes: Common for drow, who guard it zealously; uncommon for neogi; otherwise very rare.

Death Talisman

(Divination, Enchantment, Necromancy)
(Artifice)

Level: 3
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1 wk./level
 Area of Effect: 1 object
 Saving Throw: None

Using this spell, a caster can enchant a small item, usually a polished knife or other shiny metal object, linking it to the caster's health. As long as the caster stays healthy, the object remains in the same condition as it was in at the time of casting. When the caster dies or is otherwise permanently disabled (for instance, turned to stone), the enchanted object becomes corroded and dull. The divination effect lasts as long as the caster stays within 1,000 miles of the enchanted item.

The material component of the spell is the item to be enchanted, which is not consumed during casting.

Notes: Common in arabian settings; otherwise very rare.



Death Ward**(Abjuration, Necromancy)
(Geometry)**

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 doorway, portal, or small object

Saving Throw: Neg.

By covering a doorway with the most forbidden and lethal of necromantic runes, a wizard can protect a small portal so that any creature that tries to pass through the warded area without first speaking a word of command is immediately subjected to a modified *death spell*. The ward can be cast on an item (usually a spellbook or phylactery) or on a tunnel or cave entrance no larger than 30 feet in diameter.

Despite its lethality, this is not a subtle warding. The protected area or object is literally covered with intricate, arcane runes and symbols at the time of casting. These glyphs may flash ominously with pale red or blue light when approached within 10 feet. The entire area radiates a magical aura of lethal necromancy.

A single application of this spell can kill up to twice as many Hit Dice or levels of creatures as the wizard who cast the spell has levels of experience (thus a 20th-level wizard can slay up to 40 levels with a single *death ward*). Each creature passing through the ward is entitled to a saving throw vs. death magic with a -4 penalty; if successful, the individual survives and the ward loses none of its lethality. However, those who fail their saves are immediately slain (as per a *death spell*) and their levels or Hit Dice are subtracted from the potency of the ward. Those with greater Hit Dice than the current power of the death ward are unaffected by the spell.

For example, an 18th-level lich has cast the *death ward* (which can slay up to 36 levels) on the entrance to her inner sanctum. A party of four characters, each 15th level, enter her lair and foolishly traverse the warding. The first member fails his save and perishes, reducing the ward's effectiveness to 21 levels. The second character makes her save and thus escapes any ill effects (the ward remains unaffected, however). The third character fails the save and dies also, reducing the ward to 6 levels of potency. The fourth 15th-level character has too many levels of experience to be affected by the weakened ward, which remains in effect until drained by a less powerful being.

Provided that he is on the same plane of existence,

the caster will be immediately aware if the *death ward* has been triggered. By concentrating, the wizard who cast the ward can determine its current level of lethality, regardless of distance.

This terrible spell is a closely held secret, guarded jealously by the most powerful and black-hearted of necromancers and liches. It was originally designed by liches, as they can easily sustain the rigors of casting such a spell.

Mortal wizards who employ this powerful spell have a 25% chance of *insanity* (as per the contact other plane spell), permanent *paralysis* (via a stroke), or suffering a *terminal illness* (as per the cause disease spell) as adjudicated by the DM. The danger is reduced by 5% for every point by which the mortal wizard's Intelligence is above 18, though this chance never drops below 5%. Liches and other undead casters are completely immune to these dangers. It is rumored that certain ancient, evil dragons have developed an even more potent version of this spell, which they can employ in their lairs with impunity.

The material component is a magical ink fabricated exclusively for this spell. The list of the ink's noxious ingredients is lengthy and complex, but it includes the venom of numerous poisonous animals and the acrid ichor of extraplanar fiends. The accumulation of these deadly components and the subsequent fabrication of the ink itself has the same chance as the actual casting of inflicting a baneful result.

While the inscription process (the actual casting) of the death ward takes only 1 turn, the fabrication process of the ink (once the proper ingredients have been assembled) takes 1-4 days. The ink also requires the dust of powdered peridots and garnets, worth between 2,000-8,000 gp.

Notes: Rare spell.

Death's Door**(Necromancy)**

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

Like the third-level priest spell of the same name, *death's door* works by touch upon a creature "at death's door" (-1 to -9 hit points). The necromancer's version works on any living or undead creature.

The spell brings the touched creature to 0 hit

points and stops bleeding and deterioration for the spell duration (further magical means can restore the creature to a functioning state).

Unlike the priest version, the necromancer must make a system shock check or lose as many hit point as required to bring the creature to 0 hit points. If this would reduce the necromancer below 1 hit point, he is reduced to 1 hit point and rendered unconscious for 1 turn for each hit point he should have, but didn't, lose. The necromancer can end any *death's door* spell that he cast with a command.

The material components of the spell are a clear gem or crystal, a drop of water or dew, a drop of blood, a drop of milk or nectar, and any form of unguent.

Notes: Restricted to necromancers; uncommon.

Deathbolt — Old Empire (Necromancy)

Level: 8
Range: 10 yds./level
Components: V, S, M
Casting Time: 8
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: Special

This spell causes a bolt of death energy to strike its target, which may be any living creature native to the Prime Material Plane. When this bolt strikes, the target dies unless it makes a successful saving throw vs. spell. Even if the roll succeeds, the victim suffers 10d6 points of damage.

The material component for this spell is vampire ichor.

Notes: Uncommon. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Deathguard — Old Empire (Abjuration, Necromancy)

Level: 5
Range: Touch
Components: V, S
Casting Time: 5
Duration: 2 rds./level
Area of Effect: Creature touched
Saving Throw: None

This spell creates a guardian spirit from the Ethereal Plane that protects the creature from attacks. The guardian has one function: Should any attack reduce the hit points of the creature it

has been assigned to guard to zero or below, the guardian intervenes and suffers the damage instead of the creature, saving the creature from death. Once the guardian saves its master's life it is destroyed.

The creature does not suffer any damage from the attack that would have killed it, be it damage from falling from a cliff, dragon breath, or a weapon strike. Note that if the attack doesn't bring the creature to zero hit points or below, the creature takes full damage (the guardian prevents only lethal blows).

Notes: Common. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Deathmaster's Vial (Necromancy)

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 5
Duration: Special
Area of Effect: 1 or more vials
Saving Throw: None

This spell activates an evil fluid that has been sealed in specially prepared vial. The activated concoction can be hurled as a grenade-like missile. A direct hit inflicts 2d8+3 points of rotting damage. A miss within 5 feet inflicts 1d4+1 points of rotting damage.

The casting activates 1 vial per 3 levels of the caster, up to a total of 5 vials at 15th level. The vials must be used within 2 hours of exposure to direct sunlight, but will last for 2-20 days if kept in darkness. Exposing the liquid to the air after activation destroys it within a round. The vials radiate evil.

Preparation: The base fluid is made from boiling the remains of a ghoul or ghast for 24 hours and adding various noxious substances worth about 300 gp. This yields enough liquid to fill up to 5 small vials (like those used to carry holy/unholy water).

Notes: Restricted to necromancers; rare.

Deathshroud**(Necromancy)**

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Maximum 2 rds./level

Area of Effect: 1 creature/level

Saving Throw: Neg.

The *deathshroud* spell draws upon the Negative Material Plane to surround the caster with a dark and shadowy aura of life-draining energy. While the caster suffers no ill-effects from this baneful radiance, it has dire consequences for anyone else who comes into contact with it. Magical constructs and undead are not harmed by this spell, and cannot activate it.

Once the spell is cast, the wizard can activate the deadly power of the aura by touching a victim, which requires a successful attack roll. A creature successfully touched must immediately save vs. death magic with a -4 penalty. If successful, the creature is unharmed. If the save is failed, a black *death haze* forms around the creature, draining 20% of its current hit points immediately. At the end of every round thereafter, that number of hit points is again drained from the creature.

The *deathshroud* might also affect a creature that touches the wizard or tries to strike him with any hand-held object. The creature must make a successful saving throw vs. death magic (with no penalty) or be stricken by the *death haze* effect. The haze effect is not cumulative, a creature is either affected by it or not.

The following spells end the *death haze* effect: *cure critical wounds*, *heal*, *limited wish*, *wish*, or a successful *dispel magic*. Lesser curing spells and healing potions have their normal effect, and also prevent the creature from dropping below 1 hit point in the round they are used—excess damage is ignored.

The *deathshroud* lasts for two rounds per caster level, or until the shroud has been activated as many times as the caster has levels. The spell can be ended prematurely by killing the caster or successfully employing *dispel magic* on him. When the spell ends, all *death haze* effects end immediately.

This dreadful spell is known only to a select cadre of necromancers who purportedly learned it from a mysterious, bronze-bound book of extraplanar origin.

The spell requires the following material components: crushed black opal and diamond (worth 5,000 gp), dust from a corporeal undead with

strong ties to the Negative Material Plane (such as a vampire or wight), and a hunk of smoky quartz. These ingredients are consumed in the casting.

Notes: Very rare; known mostly by a few necromancers. Known to be in the *Book of Naz*. (Updated from *DRAGON Magazine*.)

Decastave**(Evocation)****(Force)**

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

The material component of this spell is a small piece of wood. When the spell is cast, the wood vanishes and is replaced by a 10-foot-long pole of magical force, 2 inches in diameter. The pole can be wielded only by the caster, and will cease to exist if it leaves his hands or is cut by metal (requires a hit against Armor Class 0).

The pole cannot be shortened from its 10-foot length, or bent. Other creatures can grasp the pole, but only if their total Strength exceeds 18 can they hamper its use or rip it out of the wizard's hands (causing it to dissolve).

The decastave can be wielded as a weapon, inflicting 1d6 points of damage per successful attack. The wizard suffers normal nonproficiency penalties if he does not have weapon proficiency with staves. The decastave is treated as a magical weapon for striking creatures that are immune to normal weapons.

Once per use of the spell the caster can use the decastave can be used to drain a target of 1d4 hit points. This is done in addition to the decastave's normal damage. The caster must determine before rolling to hit whether he will use this power. The drained hit points are channeled into the decastave's wielder, to heal current damage only. If the caster is uninjured, then the drained hit points are lost.

Notes: Uncommon spell. Known to be in *Detho's Libram*.

Decay*Reversed form, see preserve.***Deception, Zala's***See Zala's deception.*

Decrease Maneuverability*Reversed form, see enhanced maneuverability.***Decrease Rating***Reversed form, see enhanced rating.***Decrepit Bow***Reversed form, see Sidhelen bow.***Deep Delve***(Alteration)**(Water)*

Level: 8

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: 4d6 hrs. + 1 hr./level

Area of Effect: 15-ft. radius sphere

Saving Throw: None

Use of this spell causes major changes in the underwater environment around the caster and his companions. These changes improve traveling and fighting conditions underwater for all in the area of effect. When cast, the spell grants the effects of the *water breathing* spell to all in the area of effect at that instant, dividing its duration between the participants. Each individual affected

remains able to breathe underwater for the duration, even if that individual later leaves the area of effect. The sphere is centered on the caster and moves with him.

The caster can mentally propel the sphere and its contents through the water at a movement rate of 18. Those transported can move about within the sphere, but those who leave its confines while it is moving risk being left behind to drown. The sphere's movement never causes turbulence of any kind, nor any significant displacement of water outside the sphere. It otherwise leaves all free-floating creatures and objects undisturbed, though sea creatures will tend to avoid entering the sphere. The power to move the sphere cannot be used to harm other creatures. If the sphere comes into contact with any part of the ocean floor (including coral reefs or ship wrecks), it will cease to move until the caster levitates the sphere above such obstacles.

The full concentration of the caster is required to move the sphere; it will hover in place if concentration is broken. Concentration for the purpose of movement can be broken and resumed as often as desired during the duration of the spell.

Vision inside the sphere is also improved according to available light and depth. The spell enhances available natural light and doubles normal visual range for those within its confines, as outlined in the rules for underwater vision (*DMG*, page 79). For instance, vision at a depth of 30 feet in a freshwater lake is normally reduced to only 30 feet; the *deep delve* sphere increases visual range to 60 feet. Of course, this power is ineffective at depths dominated by total darkness. The spell does, however, make the lighting of torches, lanterns, candles, and other standard light sources possible underwater. The normal effective range and burning time for fiery light sources are reduced by half. Each torch or lantern lit reduces the maximum duration of the sphere its own duration (for example, a torch normally burning for one hour would last half an hour, but would reduce the duration of the sphere by a full hour).

Lastly, the spell reduces the disadvantages of standard underwater combat by one-half. Spells are still restricted by the normal rules of underwater combat.

The material components for this spell are a piece of straw, a sliver of wood from a sunken ship, and two eyes from any sea creature. The components are mixed in a conch shell, and only the shell can be reused.

Notes: Uncommon for Water or Sea mages; otherwise rare. (Updated from *DRAGON Magazine*.)



Deepen Shadows — Ninja

(Illusion)

Level: 2

Range: 0 or 6 yds. (see below)

Components: S,

Casting Time: 5 rds.

Duration: 1 hr./level

Area of Effect: One 10 x 10 ft. area/level

Saving Throw: None



This spell slowly, inconspicuously darkens the room where the ninja is. The change is gradual, taking five rounds.

With a successful saving throw at a -4 penalty, someone inside the room may notice that it is getting darker, but this observation does not affect the spell's progress.

When the spell is completed, the room is as full of shadow and darkness as is possible without arousing suspicion. If it is daylight outside, it will seem that a cloud has passed over the sun. If it is nighttime, the candles and fire seem to have burned low. The dimming of the light does not appear at all menacing to people in the area, though a *detect magic* will reveal the presence of the *deepen shadows* spell.

The caster receives a +2% bonus per experience level to his hide in shadows roll within the effect of the *deepen shadows* spell. Only the caster receives this bonus, because only he has complete understanding of the way the shadows fall.

This spell is useful to a ninja who cannot use his ability to hide in shadows because the area is too bright. The shadows created by this spell can help ninja to escape, to infiltrate, to pull sleight-of-hand switches, etc. A ninja in a portal or doorway between rooms can choose which room is darkened by this spell.

A ninja of sufficient level to cover more than the area of the room occupied loses the excess area lost unless: there is an open portal between the ninja's room and an adjacent room, and the ninja's spell can affect enough area to cover both rooms completely.

If the ninja is not of sufficient level to affect the entire area of a room, the spell automatically fails.

Example: Noriko is a 2nd-level spellcaster, and thus can cover a 10-foot by 20-foot area with her *deepen shadows* spell. However, she is standing in a 20-foot by 20-foot room. If she tries to cast her spell here, it will fail.

Notes: Restricted to ninja spellcasters and those trained by them; common.

Deeppockets(Alteration, Enchantment
(Dimension))

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 12 hrs. + 1 hr./level

Area of Effect: 1 garment

Saving Throw: None

This spell enables the wizard to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 50 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The *deeppockets* spell then enables these pockets to hold a total of 100 pounds (5 cubic feet in volume) as if it were only 10 pounds of weight. Furthermore, there are no discernible bulges where the special pockets are. At the time of casting, the caster can instead choose to have 10 pockets each holding 10 pounds ($\frac{1}{2}$ cubic foot volume each). If the robe or like garment is sewn with 100 or more pockets (200 gp minimum cost), 100 pockets can be created to contain one pound of weight and $\frac{1}{6}$ cubic foot volume each. Each special pocket is actually an extradimensional holding space.

If the spell duration expires while there is material within the enchanted pockets, or if a successful *dispel magic* is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command.

In addition to the garment, which is reusable, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Notes: Common spell (PHB).

**Defense Against Nonmagical Reptiles
and Amphibians, Mordenkainen's**

See Mordenkainen's defense against nonmagical reptiles and amphibians.

**Defense Against Lycanthropes,
Mordenkainen's**

See Mordenkainen's defense against lycanthropes.



Defiler Metamorphosis

Athasian Dragon King magic; psionic component renders the spell uncastable by wizards.



Defiling Regeneration

Athasian Dragon King magic; psionic component renders the spell uncastable by wizards.



Defiling Stasis

Athasian Dragon King magic; psionic component renders the spell uncastable by wizards.

Deflection — Alhoon

(Abjuration)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: The caster

Saving Throw: None

This spell protects the alhoon caster for the rest of the round in which it is cast or on the following round (whichever is chosen during casting). During the round the spell lasts, it lessens the effects of any weapon attacks on the caster. The spell does not affect the chances of the caster being hit—only the damage suffered. No saving throw benefits are conferred by the spell.

Attacks are prevented from stunning the caster or severing any part of the caster's body, and physical damage inflicted is reduced by -1 hit point per die, to a minimum of 1 hit point per die. The spell prevails even in "maximum damage" situations, but has no effect against acid, poison, or purely magical attacks. (Magical weapon attacks are lessened, as are missile attacks.)

Delaying the effect until the round after casting, does not impair the casting of a new spell in that round, nor does such casting affect the deflection.

The effects of this spell can be combined with a *shield* spell or other protective magics, but there is no known way for the caster to aid another being by means of a *deflection*; it affects only the caster.

The material component of this spell is a piece of nail from the hand or claw of any creature, or a hard piece of chitin or other exoskeleton.

Notes: Restricted to alhoon (undead illithids); common.

Defoliate**(Necromancy)**

Level: 8

Range: 30 yds.

Components: S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 50-ft. square/level

Saving Throw: None

By means of this evil spell, the caster causes all vegetation within the affected area to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent plant life, such as treants, are also destroyed. The power of a *wish* or its equivalent is required to restore the destroyed vegetation; otherwise, nothing can grow in the defoliated area for a full year. Casting this spell ages the caster by one year.

Note that since the *defoliate* dweomer causes plants to crumble to ash, there is no danger of a creature being struck by a toppling tree; however, creatures hiding in trees will find themselves plummeting to the ground when this spell is cast.

The material components for this spell are the petal from a withered flower and a sliver of charred wood.

Notes: Uncommon; usually in the hands of evil necromancers.

DeGras's Pilfering Fingers
(Alteration)

Level: 2

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

Casting the spell lets a wizard add 5% per experience level to the chance of success of any one percentage-based thieving skill chosen at the time of casting. This bonus applies to all attempts to use the skill during the spell's duration. If the caster has no thief abilities, the caster gains one percentage-based skill for the duration of the spell. His score in the newly gained ability is 5% per level with a -10% penalty, and no racial, armor, or Dexterity bonuses apply. The thief skill cannot be raised above 99%. While the spell is in effect, the wizard can cast no spells, although other actions are possible. The caster can end the spell at will.

Notes: Uncommon or rare for multi-class thieves; otherwise rare or very rare.

Delay Death
(Enchantment, Necromancy)

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Maximum 1 turn/level

Area of Effect: 1 creature

Saving Throw: None

This spell enables the caster to postpone the death of one living person or creature. If *delay death* is cast before the chosen creature reaches 0 hit points, the recipient is able to fight, cast spells, communicate, and take all other normal actions until reaching -10 hit points. When the subject reaches -10 hit points, he is dead and the *delay death* spell is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of *delay death* can be revived by any method that would normally return the slain character to life.

The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin.

Notes: Restricted to necromancers; common.

Delay Image
(Chronomancy)**Reversible**

Level: 1

Range: Touch

Components: V, S

Casting Time: 1

Duration: 5 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

When *delay image* is cast, the recipient is surrounded by a thin magical aura that bends time slightly, causing the person's image to appear one second behind actual motion. This gives a -2 to the creature's Armor Class, and +1 to saves against direct magical attacks.

This spell can be used in conjunction with other Armor-Class-affecting spells, but it is not cumulative with itself. A saving throw vs. spell is required if the target is unwilling.

The reverse of this spell, *advance image*, creates a false image half a second ahead of the tar-

get. This adds a +1 to its THAC0, as opponents misjudge his blows.

Notes: Restricted to chromomancers; common.

Delayed Blast Fireball

(Evocation)

(Fire)

Level: 7

Range: 100 yds. + 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 0 to 5 rds. delay, then instantaneous

Area of Effect: 20-ft. radius

Saving Throw: 1/2

This spell creates a *fireball*, with a +1 bonus to each of its dice of damage, which releases its blast any time from instantly to five rounds later, according to the command given by the wizard. The spell inflicts up to 15d6+15 points of damage. In other respects, the spell is the same as the 3rd-level spell *fireball*.

Notes: Common spell (*PHB*).

Delayed Damage, Wesley's

See Wesley's delayed damage.

Delayed Light — Alhoon

(Alteration)

Level: 2

Range: 60 yds.

Components: V, M

Casting Time: 2

Duration: Until triggered, then 1 turn

Area of Effect: 20-ft. radius

Saving Throw: None

This spell creates a luminous glow, equal to torchlight. This radiance appears only when specific conditions are met, in the same way as a *magic mouth* spell is set to be triggered, even if this occurs years after casting. When the light does appear, it lasts for 1 turn, occupying a fixed area 40 feet in diameter.

The area in which the light will appear must be in range and clearly visible to the caster as the spell is cast. When the light appears, it permanently negates magical darkness (either innate ability or spell of up to 3rd level). It can be ended instantly by the caster (if present and within 60 yards) at any time, by silent act of will.

This spell is often used as a silent alarm, alerting the caster or trained guardian creatures to the arrival of an intruder.

The material components of this spell are a spark and pinch of phosphorescent fungus.

Notes: Restricted to alhoon (undead illithids); common.

Delayed Magic Missile

(Evocation)

Level: 4

Range: 80 yds. + 10 yds./level

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Special

Visually, this spell is nearly identical to the first-level *magic missile* spell; however, it has several differences: *delayed magic missile* deals more damage, staggered over a longer time; second and subsequent attacks do not automatically hit; a *shield* spell does not block the attack.

When cast, darts of magical energy shoot from all of the wizard's fingertips, collecting into one missile just before striking the target creature, which must be at least partially in sight at the time of the casting. The missile causes 1d6 points of damage for every three levels of the caster (for example a 12th-level caster deals a total of 4d6 points of damage).

The initial impact deals 1d6 points of damage to the target, and another 1d6 damage strikes each round thereafter until the duration is reached. On each round after the first, the target can attempt a saving throw vs. spell at -2 to dodge damage for that round. If successful, the creature can act normally; failure means the 1d6 points of damage for the round are taken. The staggered attacks do prevent a targeted spellcaster from concentrating on a spell.

Regardless of previous saving throws, the magic remains potent until the duration runs out. For example, an opponent making 11 successful saving throws against this spell as thrown by a 12th-level wizard takes only the initial 1d6 points of damage.

While originally created a decade ago by Khelben "Blackstaff" Arunsun and his consort Laeral, this spell has become more widely used in more recent years. Made for the Lords of Waterdeep, the Harpers, and select allies, knowledge of this spell fell into the hands of the Zhentarim and the Knights of the Shield, who spread its use amongst their members as well. While still relatively rare, many wizards seek this spell for its uses against other wizards in spell battles.

Notes: Uncommon spell.

Deliquescence, Jhanifer's*See Jhanifer's deliquescence.***Delirium, Detho's***See Detho's delirium.***Delude****(Alteration)**

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 30-ft. radius

Saving Throw: Neg.

By means of a *delude* spell, the wizard conceals his own alignment with that of any creature within a 30-foot radius at the time the spell is cast. The creature must be of higher than animal intelligence for the spell to work; its own alignment remains unchanged. The creature receives a saving throw vs. spell and, if successful, the *delude* spell fails. If the spell is successful, any *know alignment* spell used against the caster discovers only the assumed alignment. Note that a *detect good* or *detect evil* also detects the assumed aura, if the aura is strong enough. The creature whose aura has been assumed radiates magic, but the wizard radiates magic only to the creature whose alignment has been assumed. If a *delude* spell is used in conjunction with a *change self* or *alter self* spell, the class of the wizard can be totally hidden, if he is clever enough to carry off the disguise.

Notes: Common spell (PHB).**Demagnetise***Reversed form, see magnetism.***Demand****(Evocation, Enchantment/Charm)**
(Mentalism)

Level: 8

Range: Unlimited

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell is very much like the 5th-level wizard spell *sending*, allowing a brief contact with a far-distant creature. However, with this

spell the message can also contain a suggestion (see the 3rd-level wizard spell *suggestion*), which the subject will do its best to carry out if it fails its saving throw vs. spell, made with a -2 penalty. Of course, if the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* comes, the message is understood but no saving throw is necessary and the suggestion is ineffective.

The caster must be familiar with the creature contacted and must know its name and appearance well. If the creature in question is not in the same plane of existence as the spellcaster, there is a base 5% chance that the *demand* does not arrive. Local conditions on other planes may worsen this chance considerably at the option of the DM. The *demand*, if received, will be understood even if the creature has an Intelligence ability score as low as 1 (animal Intelligence). Creatures of demigod status or higher can choose to come or not, as they please.

The *demand* message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature—a hair, a bit of nail, etc.

Notes: Common spell (PHB).**Demishadow Magic****(Illusion/Phantasm)****(Shadow)**

Level: 6

Range: 60 yds. + 10 yds./level

Components: V, S

Casting Time: 6

Duration: Special

Area of Effect: Special

Saving Throw: Special

This spell is similar to the 5th-level *shadow magic* spell, but this spell enables the casting of partially real 4th- and 5th-level evocations (*cone of cold*, *wall of fire*, *wall of ice*, *cloudkill*, etc.). If recognized as *demishadow magic* (if a saving throw vs. spell is successful), damaging spells inflict only 40% of normal damage, with a minimum of 2 points per die of damage. A *demishadow magic* *cloudkill* slays creatures with fewer than 2 Hit Dice and inflicts 1d2 points of damage per round.

Notes: Common spell (PHB).

Demishadow Monsters**(Illusion/Phantasm)****(Shadow)**

Level: 5

Range: 30 yds.

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 20-ft. cube

Saving Throw: Special

This spell is similar to the 4th-level spell *shadow monsters*, except that the monsters created are effectively 40% of normal hit points. If the saving throw is made, their damage potential is only 40% of normal and their Armor Class is 8. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

Notes: Common spell (PHB).

Deny Cold*See deny cold/deny fire***Deny Cold/Deny Fire****(Abjuration)**

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

This spell has much the same effect of the 1st-level priest spell *endure cold/endure heat*, but it acts to repel the extreme, rather than toughen the body. The creature is protected from normal heat or cold (depending on which application the wizard selects at the time of casting). The creature can stand unprotected in temperatures as low as -30° F. or as high as 130° F. (depending on the application) with no ill effect. Temperatures beyond these limits inflict 1 point of damage per hour of exposure for every degree beyond the limit.

The spell is immediately cancelled if the recipient is affected by an non-normal heat or cold, such as magic, breath weapons, and so on. The cancellation occurs regardless of the application (for example, a *deny cold* spell is negated by magical heat or fire as well as by magical cold). The recipient does not suffer the first 5 points of damage, after any saving throws permitted, from the heat or cold during the round in which the

spell is broken. The spell ends instantly if *resist fire* or *resist cold* is cast on the recipient.

The material component for *deny cold* is a swatch of fur from a fur-bearing animal. The material component for *deny fire* is a small paper fan.

Notes: Rare spell.

Deny Fire*See deny cold/deny fire***Deplete Cinnabryl****(Alteration)**

Level: 6

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 item of cinnabryl

Saving Throw: None

This rare spell depletes cinnabryl. As much as one week's worth (one ounce) per three levels of the caster can be instantly depleted (four week's at 12th level, five week's at 13th to 15th level, etc.). The caster can choose to deplete a lesser amount of cinnabryl at the time of casting.

The spell is used infrequently because cinnabryl is better used than wasted. It is generally used to quickly turn raw cinnabryl into *red steel*, but can also be used as a form of attack against Inheritors, depleting their protective cinnabryl amulets.

The caster must touch the item to be depleted. If the item is worn by someone who does not want to be touched, the caster must make an attack roll against the target's normal Armor Class, with a -4 penalty to the attack roll (it is a called shot). The spell remains active for one round after casting; a caster not touching a target within that time must make a successful saving throw vs. spell or the *deplete cinnabryl* spell affects the caster's own cinnabryl.

If the amount of undepleted cinnabryl in the item is less than the amount the caster can affect, any leftover depletion applies instantaneously to the Time of Loss and Change. For example, if a wizard depletes four week's worth of cinnabryl and the target is wearing only two week's worth, the target instantly suffers the effects of two weeks of the Time of Loss and Change. A depletion that places the target into the Time of Loss and Change is considered an evil act.

This spell does not speed the production of crimson essence, which depends on the amount of time spent near a person with a Legacy as well as time spent bathing in the magical radiance of

the cinnabryl.

Notes: Common (and useful) only in the RED STEEL setting.

Depth Warning (Divination)

Level: 2

Range: 0 or 40 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 hr./level

Area of Effect: 1 ship or boat; special

Saving Throw: None



By means of this spell, a caster aboard a ship can alert the crew to a sudden change in water depth. This is particularly valuable if the change is the result of a reef, shoal, or underwater behemoth that may threaten the ship. The spell can detect any obstacle at least as large as the vessel's own keel.

When casting the spell, the wizard selects the depth that he wishes to monitor, up to 10 feet per experience level. The caster next decides whether to center the spell directly below the ship's bow, or 40 yards in front of the bow. (If the ship changes its heading, "in front" changes accordingly.)

The spell creates an intangible and invisible pole, which probes straight down to the desired depth, at the location chosen. Whenever it detects a large obstacle, a small voice magically alerts the caster, reporting the depth of the water in his ear. Only the caster can hear this voice, and while it rouses him from an ordinary slumber, it cannot negate the effects of magical slumber or unconsciousness, nor does it interrupt other spellcasting. Ordinary noise, even the sound of the sea, does not negate this small voice, nor do magical or natural deafness.

Once it begins, the magical voice continues to provide "readings" of the obstacle's depth in 10-foot increments. Each time the depth changes by 10 feet, the small voice records the change. If the depth increases to a level beyond that monitored by the spell, the small voice notes this fact, and then remains silent until the ship is again endangered. This spell does not provide physical protection against a collision with large objects, only notification that they exist. A large, live object (such a whale) can activate the spell, provided the object is larger than the protected ship. Any nonliving object capable of damaging the ship is also noted.

The material component of this spell is a clear glass bead, which is crushed in the process of casting.

Notes: Common in arabian settings; virtually unknown elsewhere.

Descent into Madness (Enchantment/Charm) (Mentalism)

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

More insidious and powerful than the *feeblemind* spell, *descent into madness* afflicts one creature with a random form of insanity. The spell can affect any creature with an Intelligence of low (5) or higher; however, an individual protected by a *mind blank* is immune to this spell. Creatures are entitled to a normal saving throw vs. spell to withstand the spell. The form of insanity caused by the spell is determined by a roll on the chart. The caster has no idea what kind of madness the spell inflicts on the victim, although he may be able to form an educated guess after observing the victim for a few rounds.

d%	Insanity Type
01-15	Delirium
16-22	Disorientation
23-34	Phobia
35-40	Paranoia
41-44	Alienation
45-54	Amnesia
55-64	Hallucinatory insanity
65-69	Melancholia
70-74	Dementia praecox
75-83	Mania
84-89	Hebephrenia
90-95	Catatonia
96-00	Homicidal mania

The various types of insanity and their game effects are described in the boxed text. The *descent into madness* spell accelerates the process of insanity radically, producing an advanced condition almost immediately. For example, an individual rendered paranoid by this spell skips past suspicion and instantly regards his friends and allies as enemies of the worst sort. The victim has a small chance to recover with the passage of time (as described under each type) but other than that the only ways to repair the effects of this spell are *restoration*, *wish*, or use of the psionic power *psychic surgery*.

The material component is a special cube of gold wire worth at least 500 gold pieces shaped to represent a tesseract, or four-dimensional figure.

Notes: Uncommon (PO:SM).

Short Guide to Mental Effects

Alienation: The character experiences an acute sense of dislocation or *wrongness* in his surroundings. He is certain that he belongs somewhere else, although he cannot say where that might be. An alienated character regards everything in his surroundings—people, places, and things—as unnatural and threatening. As the condition progresses, the character loses his ability to function in society and gradually sinks into *dementia praecox* or *catatonia* over the course of 1d6 months.

Amnesia: The character purges his mind of anything that reminds him of the horrors he has experienced. Only his language skills remain; everything else—class skills, proficiencies, knowledge of people and places—vanishes. Hit points and saving throw values remain, but for all other purposes the character is now 1st level with no proficiencies. The amnesiac has a noncumulative 10% chance of recovery each month. During his amnesia, the character may actually begin his adventuring career again.

Catatonia: The catatonic completely withdraws from reality, ignoring all forms of external stimulus. He cannot move, speak, or act in any way, and may even ignore food placed in his mouth or painful injuries. There is only a 5% chance per month (noncumulative) that the catatonic will recover, although it is possible to provoke a catatonic into a temporary rage lasting 1d6 rounds by continuously annoying or pestering the individual.

Delirium: The character lapses into a state of delirium lasting for 3d4 days during which he wanders aimlessly and mumbles to himself or rants and raves. He does not recognize friends and is incapable of any rational action; he is easily frightened and flees most encounters. The character cannot cast spells. If restrained or threatened by combat, he becomes catatonic for 1–6 hours. After the delirium passes, the character returns to normal.

Dementia Praecox: This condition is similar to melancholia, but consists of a hopelessness or loss of volition. The character just can't bring himself to care about what is going on around him, even ignoring direct attacks or immediate threats to his life. Each time the character attempts an action, such as undertaking a journey, participating in a fight, or casting a spell, there is a 50% chance that his dementia overwhelms him and he does

nothing. If the character loses his will to fight, he will not even defend himself, losing any Dexterity adjustments to AC and suffering other penalties as the DM deems appropriate. *Dementia praecox* persists until magically or psionically treated.

Disorientation: The character's surroundings make no sense to him, and he is temporarily unable to recognize places, people, or even his own possessions. The character retains command of his normal skills and abilities, although he fights with a -2 penalty to his attack rolls and has a 20% chance of miscasting spells. However, he has a difficult time initiating or following through on actions; if told to stay put, he may wander off, or if his comrades flee from a monster, he might remain behind, unaware of his danger. The character has a 5% chance per day, cumulative, of recovering from his state.

Hallucinatory Insanity: The character perceives sights, sounds, or sensations from awful, alien dimensions that parallel our own. To other characters, the character appears to be hearing things, seeing things, or experiencing things that don't exist. These hallucinations have a very tangible reality for the character, and for any given action he undertakes—casting a spell, making an attack, even trying to walk across a room or study his spells—there is a 33% chance (2 in 6) that one of his hallucinations distracts him, preventing him from completing the action. Each month, there is a 10% chance that the character learns how to ignore these frightful apparitions and regains control of his perceptions.

Hebephrenia: A character suffering from hebephrenia withdraws from reality, wandering aimlessly, becoming child-like, and babbling or mumbling to himself constantly. This condition is completely debilitating. The character is effectively *feeble-minded*, unable to participate in normal society or survive without constant care. The character may never recover from such a profound shock and has only a 5% chance (noncumulative) per month to recover.

Homicidal Mania: The character develops a persona that delights in mayhem and murder, and wants nothing more than to kill until it is sated. The character will stalk and kill victims (often those closest to the character), often employing bizarre or disgusting methods to further its enjoyment. Each month, there is a slight chance (5%) of recovery.

Mania: Terror of unimaginable depth turns the character into a stark, raving madman. Every day, there is a 25% cumulative chance that he will suffer a manic episode lasting 1d6 hours, during which he attempts to attack or destroy anything around him. The maniac's Strength is incredible; a character's Strength increases by 6 points (count each percentile category of 18 as one point), to a maximum of 19. While the maniac is raging, he can easily turn on and kill people close to him, but he's just as likely to run off or try to gnaw the bark off a tree. Even if the character is temporarily in control of his senses, he cannot cast spells or embark on long or complicated tasks; the struggle to retain control consumes too much of his attention. The character has a 5% chance per month of recovering his stability.

Melancholia: A character afflicted with melancholia suffers endless fits of brooding and depression. Each day, there is a 5% cumulative chance that the character experiences an acute episode that completely disables him for 1d3 days. The melancholic will have no volition to travel, fight, cast spells, or even look after his own survival, although his friends may be able to lead him along on a journey or keep him out of the way on an adventure. Melancholia persists until magically or psionically treated.

Paranoia: The character becomes convinced that the agents of the Outer Powers are abroad in his world, his homeland, and even in his home town. They could be anywhere. At first, he is merely suspicious of strangers, but as the condition progresses, his suspicion spreads to those nearest him—his friends and family—and grows in strength, so that he begins taking precautions to guarantee his own safety. These precautions eventually include lethal attacks and plots against his former allies and friends.

The condition only grows worse as time passes; without magical healing or psychic surgery, no recovery occurs. Generally, a paranoid PC becomes a NPC under the DM's control after 1d6 months have passed, or whenever the DM feels that the player isn't role-playing his character effectively anymore.

Phobia: This leaves a lasting mark in the character's psyche and makes him mortally afraid of some condition or creature. A character confronted with the subject of his phobia automatically flees the scene with all possible speed for at least 1d3 full turns. If the character cannot escape the condition, he lapses into a catatonic state that lasts for 1d6 days.



Desert Fist

(Evocation)

(Province: Sand)



Level: 5

Range: 20 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd.

Area of Effect: 1 creature or object

Saving Throw: None

An existing parcel of sand can rise up, form a fist, and pummel an enemy when this spell is cast. The fist (or tentacle) smashes against only one individual, chosen at the time of casting. The blow inflicts 4d4 points of damage. Any items worn or carried by the target must make a successful saving throw vs. crushing blow or be destroyed. If the fist is aimed specifically at an object (for example, a door, a barred window, or a cart), the target suffers a -4 penalty when making the save.

The fist's THAC0 is 4. It does not cause any heaving or shifting of the surrounding sand, so it can't form a barrier or throw a charging foe off his feet. It can leap up from the sand to attack a flying, jumping, or high-perched target up to 20 yards from the fist's point of eruption.

To cast this spell, the wizard clenches his fist around a handful of sand, then brandishes it while uttering the incantation.

Notes: Common in arabian settings; otherwise very rare.

Despair

(Enchantment/Charm)

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 2d4 creatures in a 20-ft. cube

Saving Throw: Neg.

When this spell is cast, 2d4 sapient creatures (Intelligence 3 or better) in the area of effect must make a saving throw vs. spell or lapse into a despondent depression as they realize the hopelessness and folly of their beliefs. Victims of *despair* are unable to attack, cast spells, move, or even engage in basic activities such as eating or drinking. Everything just seems pointless. The effects last for one round per level of the caster.

Creatures suffering from *despair* don't bother to defend themselves, so opponents can automatically strike, disarm, or bind them without resistance. However, when a creature is damaged or bound, it can attempt another saving throw vs. spell to shake free of the spell effects. Primes and Independents receive a +2 bonus to saving throws against this spell.

Mages of the Bleak Cabal developed this spell to share their point of view with their enemies.

Notes: Common for Bleak Cabal members; otherwise very rare.

Destroy Crypt Thing

Reversed form, see create crypt thing.

Destroy Major Helm

(Alteration)

Level: 9

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 spelljamming helm

Saving Throw: Special

This very rare spell only affects a magical spelljamming power source within range of the caster. The source need not be operating, but the



caster must see it and have a line of sight to the source itself, not merely the ship that houses it.

If cast on any sort of spelljamming helm (such as death helms, Lifejammers, pool helms, series helms, and furnaces), this spell utterly destroys the spelljamming magic and the physical helm seat. The being operating the helm suffers electrical damage equal in effects to a *spark burst* (1d3 points of damage, plus 1 per caster level; 1d4 points of damage in the phlogiston; each 10 points inflicts 1 point of hull damage). Further, the helmsman must make a saving throw vs. spell at a -2 penalty or be rendered unconscious for 1d4 turns and unable to cast or regain spells for 1-3 days.

Any being within 30 feet of an operating helm on which this spell is cast must save vs. spell (without bonus or penalty) to avoid suffering 2d4 points of electrical damage. If the helm is not operating, the spell still destroys it, but the electrical discharge has only a 15-foot radius.

While these effects apply to dwarven foundry power sources, those helms usually (85%) can be repaired, after 1d100 turns of constant work by skilled dwarves.

The spell's material component is a pinch of dust, which must have once been part of a permanent magical item.

Notes: Common for spellcasters from a spelljamming culture; otherwise rare.

Destroy Minor Helm

(Alteration)



Level: 8

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 spelljamming helm

Saving Throw: Special

If cast on a minor helm, it utterly destroys the helm seat and the spelljamming magic. The helmsman operating the helm at the time suffers electrical damage equal in effects to a *spark burst* (1d3 points of damage, plus 1 per caster level; 1d4 points of damage in the phlogiston; each 10 points inflicts 1 point of hull damage). Further, the helmsman must make a saving throw vs. spell or be rendered unconscious for 1d4 turns and unable to cast or regain spells for 1-3 days.

Lifejammers, pool helms, and series helms are utterly destroyed by this spell. Beings in those helms suffer the same damage as those using a minor helm, except that a lifejammer receives a beneficial discharge of energy: typically regain-

ing 2-8 hit points at the same time as the unfortunate being is harmed by the helm's explosion.

The spell renders foundries and furnaces inoperative for 1d4+1 rounds.

The spell disables a major helm for 1-2 rounds (the helmsman must save vs. spell to avoid a 1d4 hit point loss and 1 round of unconsciousness; if successful, no damage is taken). If cast on a major helm or death helm, this spell reduces the target's Ship Rating (a measure of speed) by 1 point for 1d12 turns. Multiple castings cause overlapping and cumulative effects.

The spell's material component is a pinch of dust, which must have once been part of a magical item, or which has received a long-lasting dweomer.

Notes: Common for spellcasters from a spelljamming culture; otherwise rare.

Destroy Undead

(Necromancy)

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1d3 undead in a 20-ft. cube

Saving Throw: Special

This powerful variation of *hold undead* disintegrates corporeal undead creatures with Hit Dice equal to or less than the caster's own. Undead that have 3 Hit Dice or less are automatically destroyed. Undead of 3+1 to 7 Hit Dice are allowed a saving throw vs. spell to avoid destruction, but suffer 2d10 points of damage even with a successful save. Undead of more than 7 Hit Dice are not destroyed outright, but instead suffer 5d10 points of damage, or 1d10 points of damage if the saving throw is successful. Noncorporeal undead such as wraiths, spectres, and ghosts are not affected by this spell.

The spell requires a holy symbol once used by a priest of 8th level or higher.

Notes: Common for undead spellcasters; uncommon for necromancers; otherwise very rare. This spell can be learned only on the Demiplane of Dread.

Destroy Water

Reversed form, see create water.

Destuctive Resonance, Tenser's

See Tenser's destructive resonance.

Detect Charm — Red Wizard

(Divination)

(Mentalism)

Reversible

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 creature/rd.

Saving Throw: None

This spell is like the 2nd-level priest spell of the same name; it can detect if a person or monster is under the influence of a *charm* spell or similar control such as *hypnosis*, *suggestion*, *beguiling*, possession, and so on.

The creature rolls a saving throw vs. spell and, if successful, the caster learns nothing. If the saving throw fails, the caster learns that the creature is influenced, and has a 5% chance per level to determine the exact type of influence. Up to 10 different creatures can be checked before the spell wanes. If the creature is under more than one such effect, only the information that the charms exist is gained. The type is impossible to determine due to conflicting emanations.

The material component for this spell is a heartflower, whose crushed petals are inhaled.

The reverse of the spell, *undetectable charm*, completely masks all charms on a single creature for 24 hours.

Notes: Common for the Red Wizards of Thay; uncommon for diviners and mentalists; otherwise rare.

Detect Disease

(Divination)

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 creature or object

Saving Throw: None

Detect disease reveals to the wizard whether a subject creature or object carries a disease, whether normal or magical. Additionally, the caster has a 5% chance per level to identify the exact type of disease.

The material component for this spell is a twig or small branch from any tree.

Notes: Restricted to diviners, necromancers, and witches; uncommon.

Detect Evil**(Divination)**
Reversible

Level: 2
 Range: 0
 Components: V, S
 Casting Time: 2
 Duration: 5 rds./level
 Area of Effect: 10 × 180 ft. path
 Saving Throw: None

This spell discovers emanations of evil (or of good in the case of the reverse spell) from any creature, object, or area. Character alignment is *not* revealed under most circumstances: Characters who are strongly aligned, do not stray from their faith, and who are at least 9th level *might* radiate good or evil if they are intent upon appropriate actions. Powerful monsters, such as ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enables them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (faint, moderate, strong, overwhelming) can be noted. Note that priests have a more powerful version of this spell.

The spell has a path of detection 10 feet wide and 60 yards long in the direction in which the wizard is facing. The wizard must concentrate—stop, have quiet, and intently seek to detect the aura—for at least one round to receive a reading.

The reversed form of this spell is *detect good*.

Notes: Common spell (PHB).

Detect Good

Reversed form, see detect evil.

Detect Illusion**(Divination)**
(Mentalism)

Level: 1
 Range: Touch
 Components: V, S, M
 Casting Time: 1
 Duration: 3 rds. + 2 rds./level
 Area of Effect: 10 ft. × 10 ft./level path
 Saving Throw: None

By means of this spell the wizard is able to see an illusion and know it for exactly that. Others can be enabled to see illusions as unreal if the caster touches the creature with both hands while the creature looks at the illusion.

The material component is a piece of yellow-tinted crystal, glass, or mica.

Notes: Common for illusionists; uncommon for mentalists and diviners; otherwise very rare.

Detect Invisibility**(Divination)**

Level: 2
 Range: 0
 Components: V, S, M
 Casting Time: 2
 Duration: 5 rds./level
 Area of Effect: 10 ft. × 10 ft./level path
 Saving Throw: None

When the wizard casts a *detect invisibility* spell, he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the wizard to detect hidden or concealed creatures (for example, thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. Detection is a path 10 feet wide along the wizard's line of sight to the range limit.

The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

Notes: Common spell (PHB).

Detect Life**(Divination)**

Level: 2
 Range: 0
 Components: V, S, M
 Casting Time: 2
 Duration: 5 rds.
 Area of Effect: 10 ft. × 10 ft./level path
 Saving Throw: None

By use of this spell, the caster can determine if a creature is alive, including a creature in a coma or trance, or under the influence of a *feign death* spell. Any form of mental protection blocks this spell, as does any thickness of metal. An inch of stone or wood is treated as 10 feet of open space for the purpose of determining whether the spell functions.

The material components for this spell are a holy symbol and a hair from the head of a newborn animal.

Notes: Common for diviners; otherwise rare.



Detect Life — Alhoon

(Divination)

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 3 rds.

Area of Effect: 60-ft. radius sphere

Saving Throw: None

This spell allows the alhoon to detect the presence of intelligent life within the spell area. The alhoon can tell if the life is aware (that is, whether or not it's awake, sane, and free of intoxication or sensory-debilitating magic or illness), but not precisely where or what the life is, or how many entities are present (if both alert awareness and slumber are detected, the alhoon can safely infer that at least two creatures are present, but that's all).

The spell does not allow direct mental contact, and will not detect magically or psionically shielded creatures or the wills of absent scryers such as wizards using *wizard eyes* or *crystal balls*. Beings hiding in an extra-dimensional space are considered not present. The spell can detect life that is invisible, concealed, disguised (even trapped within solid objects or magical forms), and extends into the Astral and Ethereal Planes, but does not reveal this state of the life. The spell gives no hint of the nature, thoughts, or inclination (e.g. hostile or friendly) of the life detected.

The spell ignores the alhoon's own energy, but detects beings in range that the alhoon knows are present (such as companions), so their presence may give a false warning of nearby life.

The alhoon can cast the spell to scan a smaller spherical area of effect (the sphere may have a radius of 10, 20, 30, 40, or 50 feet instead of the maximum), but this size must be chosen during casting, and can't be altered thereafter—nor can the area of effect be changed in shape or location from a sphere centered on the alhoon. Solid or magical barriers do not affect the spell's detection. Undead can't be detected by means of this spell.

Notes: Restricted to alhoon (undead illithids), uncommon.

Detect Lycanthrope**(Divination)**

Level: 2
 Range: 10 yds.
 Casting Time: 2
 Components: V, S, M
 Duration: Instantaneous
 Area of Effect: 1 creature
 Saving Throw: None

With the aid of *detect lycanthrope*, a caster can determine whether a creature is a lycanthrope or not (werewolf, werebear, and so on). The spell causes a lycanthropic target to glow and reveals the lycanthrope whether in animal, human, or humanoid form. The caster has a 5% chance per level to discern the exact type of lycanthrope and a 10% chance per level to learn the origin (*natural, infected, cursed, etc.*) and base stock of the lycanthrope (for example, human for a werewolf, wolf for a wolfwere).

The material component is a powder containing pinches of silver dust, wolfsbane, and belladonna.

Notes: Restricted to divines; uncommon.

Detect Lycanthrope — Gypsy
(Divination)

Level: 3
 Range: Touch
 Casting Time: 3
 Components: V
 Duration: Instantaneous
 Area of Effect: 1 creature
 Saving Throw: None

With the aid of *detect lycanthrope*, a caster can determine whether a creature is a lycanthrope or not (werewolf, werebear, and so on). The spell causes a small glowing pentagram to appear on the palm of a human or humanoid, or on the brow of an animal, then fade. The caster learns the exact type of lycanthrope and its base stock (for example, human for a werewolf, wolf for a wolfwere).

The caster most often conceals the casting of this dweomer under another type of activity, such as palm-reading.

Notes: Restricted to spellcasters with gypsy blood; uncommon.

Detect Magic**(Divination)**
(Universal)

Level: 1
 Range: 0
 Components: V, S
 Casting Time: 1
 Duration: 2 rds./level
 Area of Effect: 10 × 60 ft. path
 Saving Throw: None

When the *detect magic* spell is cast, the wizard detects magical radiations in a path 10 feet wide and up to 60 feet long, in the direction he is facing. The intensity of the magic can be determined (*dim, faint, moderate, strong, overwhelming*), and the wizard has a 10% chance per level to recognize if a certain type of magic (alteration, conjugation, etc.) is present. The caster can turn, scanning a 60-degree arc per round. A stone wall of 1 foot or more thickness, solid metal of 1 inch thickness, or a yard or more of solid wood blocks the spell. Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker radiations. Note that this spell does not reveal the presence of good or evil, or reveal alignment. Otherplanar creatures are not necessarily magical.

Notes: Common spell (PHB).

Detect Metals and Minerals**(Divination)**
(Province: Sand)

Level: 1
 Range: 0
 Components: V, S, M
 Casting Time: 1
 Duration: 1 turn + 2 rds./level
 Area of Effect: 10-ft. × 5- or 20-ft./level path
 Saving Throw: None

This spell allows the caster to divine the location of a single type of ore or mineral deposit per casting. The spell reveals the direction and distance to any such material within its area of effect, as well as the approximate amount of material present. The length of the path is 20 feet per caster level for common materials, 5 feet per level for precious metals or gems. Only one concentration of the material, if present, can be found each round that the spell is in force. (In general, larger concentrations will be noted first, and these may mask a smaller amount unless the caster spends extra time in his examination.)

The material components are a small magnet, a vial of weak acid, and a two-ounce lump of the desired material.

Notes: Common in arabian settings; very rare elsewhere.

Detect Phase

(Divination)
(Dimension)

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 2 rds./level

Area of Effect: 10 × 60 ft. path

Saving Throw: None

Creatures or objects that are *phased*—that is, in the Border Ethereal Plane—can be detected by using this spell. The spell affects a path 60 feet long and 10 feet wide; any phased creatures or objects in this area are revealed as soft, blue-glowing outlines visible to anyone in the vicinity. Creatures or effects detected by this spell include phase spiders, ghosts in their ethereal state, characters or creatures employing *oil of ethereality*, psionic ethereality or phasing, and all other similar effects. Doorways or portals to extradimensional spaces are also detected, although anything hidden within remains unseen.

Detect phase does not reveal the location of creatures or objects concealed by magical invisibility or illusions. Note that detecting a phased monster doesn't necessarily give the caster the ability to attack it, but creatures such as phase spiders lose any special surprise bonuses they may receive if they are detected by using this spell.

Notes: Uncommon spell (PO:SM).



Detect Poison — Red Wizards

(Divination)

(Alchemy)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 object or 5- ft. cube

Saving Throw: None

This spell enables the caster to determine if an object has been poisoned or is poisonous. One object, or a 5-foot cubic mass, can be checked per round. The caster has a 5% chance per level to determine the exact type of poison.

The material component is powdered unicorn horn.

Notes: Common for alchemists, diviners, and Red Wizards of Thay; otherwise very rare.

Detect Psionics

(Divination)

(Mentalism)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 2 rds./level

Area of Effect: 30-ft./level sphere

Saving Throw: None

This spell allows the caster to detect psionic activity in the area of effect. Psionic activity is defined as the expenditure of psionic strength points (PSPs). The caster detects all psionic activity in the area of effect. (In other words, whether or not PSPs were spent in the round by any creatures or items within the area of effect.) How much other information he gains depends on his level, as follows:

- At 5th level or lower, the caster only determines whether or not someone or something within the area of effect is psionically active.
- At 6th to 8th level, the caster learns how powerful the activity is. Power levels of psionic activity are: *low*, 1 to 5 PSPs; *moderate*, 6 to 12 PSPs; *high*, 13 or more PSPs. (Note that at these levels the power detected includes all psionic activity within the area of effect and doesn't differentiate between individual psionic use.)
- At 9th to 12th level, the caster also learns where the activity is taking place (direction and distance), thus allowing him to identify individuals

or objects expending PSPs in a given round. • At 13th level or higher, the caster can differentiate the power-level expenditure of each individual in the area of effect.

Notes: Common on Athas (the DARK SUN setting); uncommon for diviners and mentalists; otherwise very rare. Known to be in *Daltim's Tome of Fire*.

Detect Scrying

(Divination)
(Mentalism)

Level: 4
Range: 0
Components: V, S, M
Casting Time: 4
Duration: 1d6 turns + 1 turn/level
Area of Effect: 120-ft. radius
Saving Throw: Special

By means of this spell, the wizard immediately becomes aware of any attempt to observe him by means of *clairvoyance*, *clairaudience*, *magic mirror*, or similar spells. This also reveals the use of *crystal balls* or other magical scrying devices, provided the sensor is within the area of effect of the spell. Since the spell is centered on the spell-caster, it moves with him, enabling him to "sweep" areas for the duration of the spell.

When a scrying attempt is detected, the scrying entity must immediately roll a saving throw. If this is failed, the identity and general location of the scryer immediately become known to the wizard who cast this spell. The general location is a direction and significant landmark close to the scryer. Thus, the caster might learn, "The wizard Sniggel spies on us from east, under the stairs" or "You are watched by Asquil in the city of Samarquol."

The material components for this spell are a small piece of mirror and a miniature brass hearing trumpet.

Notes: Common spell (PHB).

Detect Secret Passages and Portals

(Divination)

Level: 1
Range: 0
Components: V, S
Casting Time: 1
Duration: 1 turn
Area of Effect: 10×10 ft. area/level
Saving Throw: None

This spell enables a wizard to detect secret doors, compartments, caches, and similar devices. Only passages, doors, or openings that have been deliberately constructed so as to escape detection are detected by this spell—a trap door buried beneath crates in a cellar, an illusionary wall, or an amulet left in a cluttered room would not be detected.

The wizard affects an area of 10 feet square per level, so a 4th-level wizard could search four 10-foot by 10-foot sections of wall, floor, or ceiling. Any doorways or openings detected by this spell glow softly for one full turn. It's possible that a wizard might not find a secret compartment in the area of effect if the compartment is behind or under another object that covers it completely. This spell only detects the doorway or opening; the wizard may have to search for a mechanism or catch that opens the door.

Notes: Common for diviners; otherwise uncommon (PO:SM).

Detect Shapechanger

(Divination)



Level: 3
Range: 60 yd.
Casting Time: 1 rd.
Components: V, S, M
Duration: 3 rds./level
Area of Effect: 1 creature or 1 sq. yd./level
Saving Throw: None

By means of this spell, the wu jen is able to see the true form of any shapechanging creature (the true form is the shape most commonly assumed by the creature). If the creature is currently in that form, the spell reveals that it is a shapechanger but does not reveal the other forms possible to the shapechanger. The spell does not disclose the specific type of shapechanger nor the alignment or intentions of the creature. One creature or one square yard of area can be examined each round.

The material component for this spell is balm of honey and lotus flower smeared on the eyelids of the caster.

Notes: Common in oriental settings; otherwise very rare.



Detect Temporal Anomaly (Chronomancy)

Level: 1
Range: 0
Components: V, S
Casting Time: 1
Duration: 2 rds./level
Area of Effect: Special
Saving Throw: None

When this spell is cast, the chronomancer is attuned to turbulence in the timestream and can scan a 90-degree by 90-degree area (one eighth of a sphere) every round. After locating an anomaly, the severity can be determined by another round of concentration. The wizard has a 5% chance per level to recognize the cause. On the Demiplane of Time, distance is not a factor, and the spell detects the nearest turbulence in any scanned direction. On the Prime Material, the range is 30 yards per level. In either case, sight is also a limiting factor.

Notes: Restricted to chronomancers; common.

Detect the Living — Ninja (Divination)

Level: 3
Range: 0
Components: S
Casting Time: 1 rd.
Duration: 3 turns
Area of Effect: 60 ft. + 10 ft./level path
Saving Throw: None



This spell allows the ninja to detect the presence of living beings. The spell works on living beings belonging to an animal species with half a Hit Die or more. Thus the spell will not detect members of very small animal species or any plant species.

The spell's area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per spell-casting level of the ninja) in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless except for the somatic element of his spell (kuji-kiri finger exercises). When the spell is successful, the caster sees a glow in the direction of the lifeform; no one else can see the glow. The spell indicates direction only; it does not give specific location or distance.

This spell can detect living beings through walls and obstacles, but is blocked by 1 foot of solid stone, 1 yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type (species or level) of creature detected, only that such a being is present.

Ninja use this spell to detect someone hiding behind a paper room divider or a false wall. They can then attack through the wall to surprise their prey. Such attacks, when they are successful, are startling and sometimes deadly, but even when aided by a *detect the living* spell, a ninja striking in this way suffers a -4 penalty to his attack roll.

Notes: Restricted to ninja spellcasters and those trained by them; common.

Detect Thought — Phaerimm (Divination)

Level: 2
Range: 10 yds./level
Components: V
Casting Time: 2
Duration: Maximum 1 turn.
Area of Effect: Special
Saving Throw: None

This spell allows the phaerimm to detect the presence and precise location of intelligent thoughts (that is, the mental activity of creatures with an Intelligence of 5 or greater, except those whose thoughts are shielded by psionic ability or spells). Solid barriers do not affect this detection, and its probing allows detection of all the separate sources of thought in a group of beings, and hints as to each thinker's general inclination (such as angry, bent on killing, sad, confused, searching for something, alert) and mental strength (that is, psionic powers or the ability to cast spells). Exact thoughts cannot be read by means of this spell.

If a psionic power is used, a spell cast, or a magical item activated by a being under surveillance by means of this spell, the "watching" caster learns the precise nature of the power or magic used, and any words of activation, spell-casting, or control.

This spell lasts up to 1 turn, unless ended earlier by the unleashing of any other spell by the caster. Phaerimm are immune to this spell; they radiate a confusing screen of mental chaos equal in effect to a *mind blank* spell.

Phaerimm use this spell to find beings masquerading as stone statues, part of their surroundings, and the like by means of magic—or to prevent ambushes when heading into an area known to contain enemies. The spell does detect the scrying of long-distance eavesdroppers using *wizard eyes* and the like, but not who or where these spying beings are.

This spell does not function within Myth Dranor, due to the inhibitions of the mythal.

Notes: Restricted to Phaerimm; common.

Detect Undead (Divination, Necromancy)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: 3 turns
Area of Effect: 60 ft. + 10 ft./level path
Saving Throw: None

This spell enables the caster to detect all undead creatures out to the limit of the spell. The area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per level of the wizard), in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless. While the spell indicates direction, it does not give specific location or distance. It detects undead through walls and obstacles but is blocked by 1 foot of solid stone, 1 yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type of undead detected, only that undead are present.

The material component for this spell is a bit of earth from a grave.

Notes: Common spell (PHB).

Detect Untruth — Savant (Divination) Reversible

Level: 1
Range: 30 yds.
Components: V, S, M
Casting Time: 1
Duration: 3 rds.
Area of Effect: 1 creature
Saving Throw: None

A savant employing this spell is able to note an untruth spoken by a creature, including even a minor evasion of the truth.

The reverse of the spell, *speak untruth*, allows the savant to lie or evade the truth without being discovered by any spell of 4th level or less. The material component is the forked tongue of a snake.

Notes: Restricted to savants and sages. Generally intended for NPC use, though the DM might allow it for a non-savant of at least 9th level who has accumulated nonweapon proficiencies in subjects suitable for a sage (philosophy, reason, epistemology, and so on).



Detho's Delirium (Enchantment/Charm, Necromancy)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 rd. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

The caster of this spell touches a being who is drugged, drunken, unconscious, or sleeping. The caster then speaks the verbal component and rings a small silver or brass bell.

The subject receives a saving throw vs. spell at a -2 penalty; if the save is failed, the being begins to speak. He speaks at random, in all languages known to him and on random, rambling topics. He cannot hear questions and cannot be forced by mental or magical control to give specific answers. While the person speaks, there is a 25% noncumulative chance per round that he reveals names (but not true names), passwords, words of activation, codes, directions, and other useful information. Note that the speaker rarely identifies such fragments of speech for what they truly are. Dreams, rumors, jokes, and fairy tales may be mumbled by the speaker, not merely factual information.

If the affected person is awakened at any time, the spell is broken.

Notes: Uncommon spell. Known to be in *Detho's Libram*.

Devastate — Old Empire (Alteration)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell causes all of the caster's spells to strike with devastating effect. All targets suffer a -5 penalty to saving throws against the caster's spells, and all damage done by the caster's spells is increased by +2 per die (but the total damage cannot exceed the maximum possible rolled damage without the bonus; that is, a *fireball* spell can cause only the 60 points of damage possible from that spell's 10d6).

The spell must be focused through a solid

gold pendant (value 100 gp), inscribed or cast with the sigil of the caster and worn around the caster's neck for the duration of the spell. If the pendant is removed or destroyed, the spell ends instantly.

Notes: Common. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Devolutionary Warrior, Articus's

See Articus's devolutionary warrior.

Dextrous Digits, Bigby's

See Bigby's dextrous digits.

Diamond Screen, Otiluke's

See Otiluke's diamond screen.

Diary

(Invocation, Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 day/level

Area of Effect: 1 book

Saving Throw: None

This spell records all things said or heard by the caster, creating a running script of the caster's life and scribing it in a diary book prepared by the caster. In addition, the caster can choose to stand still and concentrate in order to record the image of any scene or person he studies, or to transcribe any mental notes he wishes to add to his journal. One round of concentration creates a simple sketch, but a full turn provides a highly detailed and accurate depiction of the scene.

The *diary* spell begins recording any unfilled page specified by the caster. Generally, typical adventuring and occasional conversation fills the book at about 10 to 20 pages per hour.

The diary book need not be open, but it must be within 5 feet of the caster—the spell ends if the book is removed from this distance. The spell ends if all blank pages have been filled; the caster knows the book is full.

The spell requires a book in which events can be recorded. The caster must hold the book as the spell is cast.

Notes: Very rare. Known to be in *Prismal's Pocket Library, Vol. I*.

Dictation

(Invocation/Evocation)
(Geometry)

Level: 1
Range: 10-ft. radius
Components: V, M
Casting Time: 1
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

This spell causes any words spoken by the wizard or anyone within 10 feet of him to appear on a piece of paper or the blank page of a book. It is useful for recording conversations, verbal agreements, interrogations, or even notes or observations if the wizard doesn't want to take the time to write them down himself. Generally, a person reading aloud takes about one to five minutes to read a page, depending on how many words are on the page.

Foreign languages are not translated, although foreign words are given the correct alphabetic spelling in the wizard's native tongue; for example, the phrase *c'est la vie* would appear as it does here, with no English translation, but a phrase or name in Arabic or Chinese would not be transcribed in those alphabets. Magical spells and invocations are *not* recorded, so this spell can't be used to create a backup copy of a scroll even as it's read by the wizard, but a clever wizard may be able to record a magical item's command word if an enemy within range uses it while the spell is in effect.

The material component for this spell is the blank page, scroll, or paper that the dictation will appear on. This must be prepared with a special wash of vinegar, which brings the cost to 10 gold pieces per page so readied.

Notes: Uncommon spell (PO:SM).

Dig

(Evocation)
(Earth)

Level: 4
Range: 30 yds.
Components: V, S, M
Casting Time: 4
Area of Effect: 5-ft. cube/level
Duration: 1 rd./level
Saving Throw: Special

A *dig* spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round (i.e., a cubic hole 5 feet on a side). In later rounds the caster can expand an existing hole or start a new one. The material thrown from the excavation scatters evenly around the pit. If the wizard continues downward past 20 feet in earth, there is a 15% chance that the pit collapses. This check is made for every 5 feet dug beyond 20 feet. Sand tends to collapse after 10 feet, mud fills in and collapses after 5 feet, and quicksand fills in as rapidly as it is dug.

Any creature at the edge (within 1 foot) of a pit must roll a successful Dexterity check or fall into the hole. Creatures moving rapidly toward a pit dug immediately before them must roll a saving throw vs. spell to avoid falling in. Any creature in a pit being excavated can climb out at a rate decided by the DM. A creature caught in a collapsing pit must roll a saving throw vs. death to avoid being buried; it escapes the pit if successful. Tunneling is possible with this spell as long as there is space available for the material removed. Chances for collapse are doubled and the safe tunneling distance is half of the safe excavation depth, unless such construction is most carefully braced and supported.

The spell is also effective against creatures of earth and rock, particularly clay golems and those from the Elemental Plane of Earth. When cast upon such a creature, it suffers 4d6 points of damage. A successful saving throw vs. spell reduces this damage to half.

To activate the spell, the spellcaster needs a miniature shovel and tiny bucket and must continue to hold them while each pit is excavated. These items disappear at the conclusion of the spell.

Notes: Common spell (PHB).



Dilation I**(Alteration)**

Level: 4
 Range: 0
 Components: V
 Casting Time: 4
 Duration: As spell affected
 Area of Effect: Next spell cast
 Saving Throw: None

The *dilation I* allows a wizard to increase the area of effect of any one spell of levels 1–3. The area of effect is increased by 25%; thus, a *stinking cloud* would fill a 25-foot cube, while a *slow spell* would affect creatures in a 50-foot cube. Fractional measurements are dropped.

The *dilation I* spell must be cast immediately prior to the spell to be affected; if a complete round or more elapses, the *dilation* spell is wasted. The *dilation* spell affects only spells that have areas of effect defined in feet or yards (numbers of creatures cannot be increased). The dilation affects only spells cast by the same wizard.

Notes: Uncommon (*ToM*).

Dilation II**(Alteration)**

Level: 6
 Range: 0
 Components: V
 Casting Time: 5
 Duration: As spell affected
 Area of Effect: Next spell cast
 Saving Throw: None

This spell functions exactly like the 4th-level *dilation I* spell, except that the area of effect of a 1st-, 2nd-, or 3rd-level spell is extended by 50%. Alternatively, the wizard can extend the area of effect of one 4th- or 5th-level spell by 25%. Fractional measurements are dropped.

The *dilation II* spell must be cast immediately prior to the spell to be affected; if a complete round or more elapses, the *dilation* spell is wasted. The *dilation* spell affects only spells that have areas of effect defined in feet or yards (numbers of creatures cannot be increased). The dilation affects only spells cast by the same wizard.

Notes: Uncommon (*ToM*).

Dimension Door**(Alteration)**
(Dimension, Shadow)

Level: 4
 Range: 0
 Components: V
 Casting Time: 1
 Duration: Instantaneous
 Area of Effect: The caster
 Saving Throw: None

By means of a *dimension door* spell, the wizard instantly transfers himself up to 30 yards distance per level of experience. This special form of teleportation allows for no error, and the wizard always arrives at exactly the spot desired—whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as, “300 yards straight downward,” or, “upward to the northwest, 45-degree angle, 420 yards.” If the wizard arrives in a place that is already occupied by a solid body, he remains trapped in the Astral Plane. If distances are stated and the spellcaster arrives with no support below his feet (i.e., in mid-air), falling and damage result unless further magical means are employed. All that the wizard wears or carries, subject to a maximum weight equal to 500 pounds of nonliving matter, or half that amount of living matter, is transferred with the spellcaster. Recovery from use of a *dimension door* spell requires one round.

Notes: Common spell (*PHB*).

Dimensional Blade**(Invocation/Evocation)**
(Artifice, Dimension)

Level: 6
 Range: 0
 Components: V, S, M
 Casting Time: 3
 Duration: 1 rd./level
 Area of Effect: 1 weapon
 Saving Throw: None

This spell makes a single weapon incredibly sharp by reducing one of its physical dimensions to an infinitesimal measurement. The *dimensional blade* can slash through matter with as much effort as it takes to wave a stick through the air. Even stone and iron can be carved to pieces with ease. The spell can be cast on almost any hand-held slashing (type S) weapon, as well as a few thrown weapons of this type, such as the chakram, shuriken, or a hand axe.



Against creatures, the *dimensional blade* ignores any portion of Armor Class derived from armor itself; only magical and Dexterity adjustments affect the opponent's AC. For example, a warrior in *chain mail* +2 with a Dexterity of 17 is normally AC 0, but against the *dimensional blade* he only applies the 3-point adjustment for Dexterity and the 2-point magical adjustment, for a total AC of 5. Creatures wearing purely magical armor (such as *bracers of defense*) keep the full magical adjustment. Monsters with thick or toughened hides, such as dragons, may lose part of the Armor Class at the DM's discretion. The weapon gains a +2 bonus to attack and damage rolls in any event, but the wielder ignores any Strength-based combat adjustments—muscle power doesn't help the blade at all.

The *dimensional blade* is also quite effective against inanimate objects. Any object with a diameter or thickness smaller than the blade's length must make a saving throw vs. disintegration when struck, or be cleanly severed in twain. Larger objects can be sawed through or sliced away at the rate of about 5 cubic feet per round. It's dangerous to attempt to disarm the wielder of a *dimensional blade*; the disarming weapon must make an item saving throw vs. disintegration or be destroyed.

Finally, the blade is also effective against phased

or ethereal creatures. If the wielder has some way to detect ethereal creatures, the blade can strike and affect them normally, but without the power to negate Armor Class or other combat bonuses.

The wizard must touch the weapon to be affected by the spell, but afterward anyone can wield it. The material component for this spell is a razor-thin shard of glass.

Notes: Uncommon (PO:SM).

Diminish Desert Creature

Reversed form, see enlarge desert creature.

Diminish Undead

Reversed form, see augment undead.

Dire Charm

(Enchantment/Charm)

Level: 3

Range: 120 yds.

Components: V, S, M

Casting Time: 3

Duration: 1d4 rds. + 1 rd./level

Area of Effect: 1 person

Saving Throw: Neg.

By means of this spell, the caster ensorcelts one person in such a fashion that the person truly enjoys killing and will immediately go berserk, attacking to kill friend and foe alike for the duration of the spell, unless a saving throw vs. spell is made. The definition of person is the same as for *charm person*, and the same restrictions apply, save that the charmed character has no qualms about slaying others.

The charmed individual will not attack the caster of this spell unless the caster attacks or harms the charmed individual first. If this happens, the charmed individual will attack only the caster.

If there is no one for the charmed individual to attack, he acts normally. As soon as someone other than the caster comes within sight (within the duration of the spell, of course), the *dire charm* takes hold and the charmed individual rushes to the attack.

The berserk attacks of the charmed individual do not grant any additional powers or abilities. If given a choice between two different ways to attack, the charmed individual always chooses the most deadly (he will cast a *fireball* spell before drawing his dagger, for instance). If the charmed individual is forced to attack something that is much more powerful, the DM might permit a second saving throw vs. spell to break the charm.

Notes: Rare spell. Known to be in *Vaerndroon's Ineffable Enchantments*.

Disable Helm

(Abjuration, Alteration)

Level: 6
 Range: 10 yds./level
 Components: V, S
 Casting Time: 1 turn
 Duration: 1 rd./level
 Area of Effect: 1 spelljamming helm
 Saving Throw: Special

This spell temporarily scrambles an operating spelljamming helm within range.

The selected target must be within the caster's line of sight. If the target has no helm operating when the spell is cast, the spell is wasted. The affected helm instantly ceases operating and cannot be activated again by any means until the spell expires. There is no saving throw for the helm.

A saving throw is allowed for helmsmen. If successful, only 1d3 points of damage are suffered, accompanied by intense but brief head pains. If failed, 1d6 rounds of unconsciousness result with a loss of 1d3 hit points, plus 1 point per level of the caster.

The caster suffers a 1d4 hit point loss when casting this spell, as it is particularly taxing.

Notes: Uncommon for spellcasters from a spelljamming culture; otherwise very rare.

Disarm

(Evocation)
 (Mentalism)

Level: 1
 Range: 100 yds.
 Components: V, S
 Casting Time: 1
 Duration: Instantaneous
 Area of Effect: 1 person
 Saving Throw: Neg.

This spell summons minor telekinetic bursts that cause a person to drop any hand-held weapons or items. The bursts have enough force to move the items 1d20 feet away from the former wielder, forcing the person to spend a round retrieving his weapons or carried items. This spell affects only handheld items, not rings or belts or other items, unless these are physically carried in the hands (not worn).

Notes: Uncommon for mentalists and the Watch of Waterdeep; otherwise rare.



Discern**(Divination)**

Level: 7
 Range: Touch
 Components: V, S, M
 Casting Time: 1 turn
 Duration: Permanent
 Area of Effect: 10×60 ft. path
 Saving Throw: None

The recipient of a *discern* spell, who must be a wizard of at least 5th level, is given the ability to know if another person has the potential to become a powerful wizard. Once cast, the *discern* spell is permanent (subject to a successful *dispel magic* spell). It functions continuously, as described later.

The *discern* spell is used to recruit members for various magical orders and schools of every alignment and ethic. The enspelled recruiter can learn if a person has the potential to become a powerful wizard simply by being within 10 feet of that person and interacting in a normal fashion with the candidate for two rounds.

The recruiter sees the potential for magic use in a candidate as a dim aura surrounding the subject. This aura does not really exist, so it is not detectable by other means, including *true seeing*. It is so dim that it cannot be perceived in bright light (such as direct sunlight). The aura is of constant strength, regardless of the potential of the candidate.

In short, a human, elf, or half-elf scanned by this spell registers favorably if the individual has an Intelligence of 15 or greater and scores of 6 or better in all other characteristics. A gnome registers favorably if the individual has the same *and* a Dexterity of at least 16.

Even if a positive result is obtained, the spell in no way guarantees that the person will become a great wizard (or even a wizard at all); it simply indicates potential based on intelligence, aptitude, and the will to achieve.

The Book of Black Circles stresses the fact that the spell is no more than a prediction; even a person who has the ability may opt not to become a wizard, quit before reaching a high level, or die before achieving greatness. The DM should use his judgment regarding who is highlighted by this spell's use.

The material component of the spell is a pinch of dust from a *gem of seeing* or *eyes of minute seeing* which have been powdered.

Notes: Very rare. Known to be in the *Book of Black Circles*. (Updated from *DRAGON Magazine*.)

Disern the Heart of the Beast*A MYSTARA setting spell, aka detect lycanthrope***Discord — Elf**
(Enchantment/Charm)

Level: 5
 Range: 0
 Components: V, S, M
 Casting Time: 6
 Duration: Maximum 1 rd./level
 Area of Effect: 60-ft. radius
 Saving Throw: Neg.

This spell affects only individuals who are hostile to the spellcaster. Any such creature in the spell's area of effect must successfully save vs. spell or immediately attack its nearest friend or ally. The attacks continue for $1d4$ rounds, after which the victims can attempt a saving throw each round to throw off the effect. Regardless of saving throws, the discord ends after a number of rounds equal to the caster's level.

The DM can further adjudicate this spell as desired: extremely strong ties of affection might allow a saving throw adjustment or result in a round of paralysis rather than attacks, while envy or rivalry might bloom into berserk rage.

The material component of this spell is a miniature apple of hammered gold.

Notes: Restricted to elves of chaotic alignment; rare.

Discord, Sidhelien*See Sidhelien discord.***Disfigure — Red Wizards**
(Alteration)

Level: 4
 Range: Touch
 Components: V, S
 Casting Time: 4
 Duration: Instantaneous
 Area of Effect: Creature touched
 Saving Throw: Neg.

A victim of this terrible curse must save vs. spell to avoid being horribly transformed—covered in scars, boils, welts, warts, and other deformities, instantly reducing the Charisma ability score to 1. This renders the individual so repulsive that any viewer must save vs. spell or be unable to bear the individual's presence. Those failing the save may attack if normally inclined to be suspicious or hostile, while those normally

inclined to be helpful or friendly might simply leave in disgust. Neutral creatures have a 50% chance to do either.

This spell is used as punishment, to insure the loyalty of retainers, or to punish rivals. The spell can be excised only by a *remove curse*, *limited wish*, or *wish*. A *dispel magic* spell has no effect.

Notes: Common for the Red Wizards of Thay; otherwise very rare.

Disguise

(Illusion/Phantasm)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 1 person

Saving Throw: Neg.

This spell allows the recipient to assume the appearance of any person or creature of about the person's size (within $\pm 25\%$). A specific individual can be mimicked. The illusion allows the disguised person to appear to be wearing different garments, and alters his voice to sound like the creature or person being imitated (if the caster has heard the voice to be mimicked). It does not confer language ability; the disguised person must know a language in order to speak it correctly or understand it. The spell does not provide any abilities of the identity taken, nor personal habits, nor mental patterns: A person disguised as an aaracakra cannot actually fly.

The spell does not grant the abilities of another class: A wizard disguised as a fighter cannot wear armor, though he could appear to; likewise he could not wield a sword but could disguise his dagger to look like a sword.

The spell cannot be recognized as an illusion under normal circumstances. A *detect illusion*, *true seeing*, or similar magic will penetrate it, while a *detect magic* spell will reveal that the subject is somehow magical (and might reveal the school of magic). A disguised individual might make those around him suspicious if he acts in an unusual or atypical way, but mere disbelief in illusions will not penetrate this spell. The illusion lasts until dispelled or until the disguised individual is slain.

An unwilling recipient is allowed a saving throw vs. spell to avoid the effect. At the DM's option this spell might affect some monstrous creatures as well: an androsphinx could be made to look like a manticore, an minotaur could be made to look like an ogre, and so on.

The material component is a miniature mask

carved of wood.

Notes: Common for Horned Society wizards in the WORLD OF GREYHAWK® setting; otherwise rare.



Disguise — Hishna

(Alteration, Illusion/Phantasm)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day

Area of Effect: The caster

Saving Throw: Special



This spell allows the caster to conceal his general appearance. It cannot be cast upon another. It conveys no language capability, and cannot dramatically alter the size of the individual. One disguise is created per casting. A caster who specifies a general individual of the same race and sex as himself will be unrecognizable by anyone he meets—he simply looks like someone they have never seen before.

If the caster attempts to create a specific individual's appearance, however, anyone he encounters who is acquainted with the individual receives a saving throw vs. spell to detect the difference. These saving throws receive +1 modifiers for each of the following:

- the disguise is a change of race
- the disguise is a change of sex
- the caster is engaged in conversation with the person making the saving throw.

The material component of the spell is the dried skin of a chameleon.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Disguise — Wu Jen (Illusion/Phantasm)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: Special



This spell allows the wu jen to assume the appearance of any creature of the same species or sub-species as himself, provided he is familiar with the person whose appearance he assumes. The spell creates a complete illusion of the assumed identity—face, body build, and even voice. The spell does not provide any of the abilities of the individual assumed, nor his personal habits or mental patterns. Those observing the disguised individual have a 5% chance per level of detecting the disguise, provided they are familiar with the person whose identity has been assumed. They notice a change in the behavior of the person, thus detecting the difference. Those who do not know the assumed individual or have only met him a few times automatically accept the disguise.

Actions entirely out-of-character allow all present to check to see if the disguise is penetrated. The disguised person radiates a faint aura of magic, noticeable to a *detect magic* spell. A *detect illusion* reveals the spell.

The material component for this spell is an item from the body of the assumed individual (hair, nail clippings) or an item that is constantly worn or carried by the assumed individual. This component must be carried by the wu jen at all times during the duration of the spell. Should it be set aside, the spell effect immediately ends. Important officials and powerful characters take great care in disposing of items that could be used to create the disguise dweomer—burning cut hair or fingernail parings, for example.

Notes: Common in oriental settings; otherwise very rare.

Disguise Bloodline (Illusion/Phantasm)



Level: 5

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: Special

This potent illusion allows the spell recipient to hide the derivation, strength, and characteristics (both magical and physical) of another bloodline. For example, a scion of Anduiras could appear to have Brenna's or even Azrai's bloodline, thus foiling attempts to determine his actual bloodline. The transformation is undetectable unless a *limited wish* or a spell of comparable power is cast upon the recipient.

While under the effect of the spell, the recipient can use only blood abilities permitted by the illusory bloodline. The blood abilities must have the same effect when used by scions of both the actual and illusory bloodlines.

For example, a scion of Vorynn disguised as a scion of Brenna could use the *alter appearance* blood ability, which works the same for scions of both houses. The ability *enhance sense* could not be used, as it affects different sense for each bloodline. The blood ability functions at the same level of power as it normally does, regardless of the illusory bloodline's strength. Recipients of the *disguise bloodline* spell do not gain any blood abilities they do not normally have with their actual bloodlines.

If the spell's recipient tries to use a blood ability that is not allowed by the illusory bloodline, he must succeed in a saving throw vs. spell to use his natural blood ability. The die roll is subject to a modifier based on the illusory bloodline strength. If the roll fails, he cannot access his natural bloodline and blood abilities.

Illusory Bloodline	Modifier
• tainted	+2
• minor	0
• major	-2
• great	-4

This spell will not affect unblooded individuals. Sielshegh gems of both the actual and illusory bloodlines will not respond to a scion under the effects of this spell.

Unlike *mask bloodline*, this spell is powerful enough to affect the obvious marks borne by many ersheghlien and awnsheghlien. If an

awnshegh with the blood of Azrai were to cast this spell upon himself and disguise his bloodline as that of Brenna, he would look like an ershegh of that bloodline. His hideous or inhuman features would take on a natural beauty, and the DM would describe him in completely different terms.

Notes: Common in the BIRTHRIGHT setting; virtually unknown elsewhere.

Disguise Undead (Illusion/Phantasm, Necromancy)

Level: 5
Range: 0
Components: V, S, M
Casting Time: 1 turn
Duration: 1 turn/level
Area of Effect: 10 yds./level, 1 undead/level
Saving Throw: None

By means of this spell the caster can alter the appearance of undead creatures so that they appear as they did in life. They appear to be healthy and normal (unless that's not how they were in life) and have no charnel odor or other telltale clue that they are actually dead.

The disguised undead creatures are still undead in all other ways and forms. They are revealed by the *detect undead* spell or similar divinations. Undead abilities that depend on the appearance of an undead being (a rotting visage that inspires fear, for example) do not function while the creature is disguised.

This spell does not allow undead beings to perform tasks beyond their normal limitations or allow them to speak if they lack that ability in their undead state. Disguised undead retain their alignment. Disguised undead can be turned if recognized as undead, and their disguised forms can be affected by all things in the normal fashion.

This spell combines illusion/phantasm and necromantic magic. It cannot be used by necromancers or illusionist specialists, unlike most spells of this nature. It is most often used by wizards to hide skeleton and zombie servitors in social situations.

The material component of this spell is the cocoon of the death's head moth.

Notes: Uncommon spell. Known to be in the tome *Studies in Death*, by the lich Kyrstan.

Disintegrate

(Alteration)

Level: 6
Range: 5 yds./level
Components: V, S, M
Casting Time: 6
Duration: Instantaneous
Area of Effect: 1 creature or $10 \times 10 \times 10$ ft. cube
Saving Throw: Neg.

This spell causes matter to vanish. It affects even matter (or energy) of a magical nature, such as *Bigby's forceful hand*, but not a *globe of invulnerability* or an *antimagic shell*. Disintegration is instantaneous, and its effect cannot be countered by any means short of a full *wish*. Any single creature can be affected, even undead. Nonliving matter, up to a 10-foot \times 10-foot \times 10-foot cube, can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving traces of fine dust. Creatures that successfully save vs. spell have avoided the ray (material items have resisted the magic) and are not affected. Only the first creature or object struck can be affected.

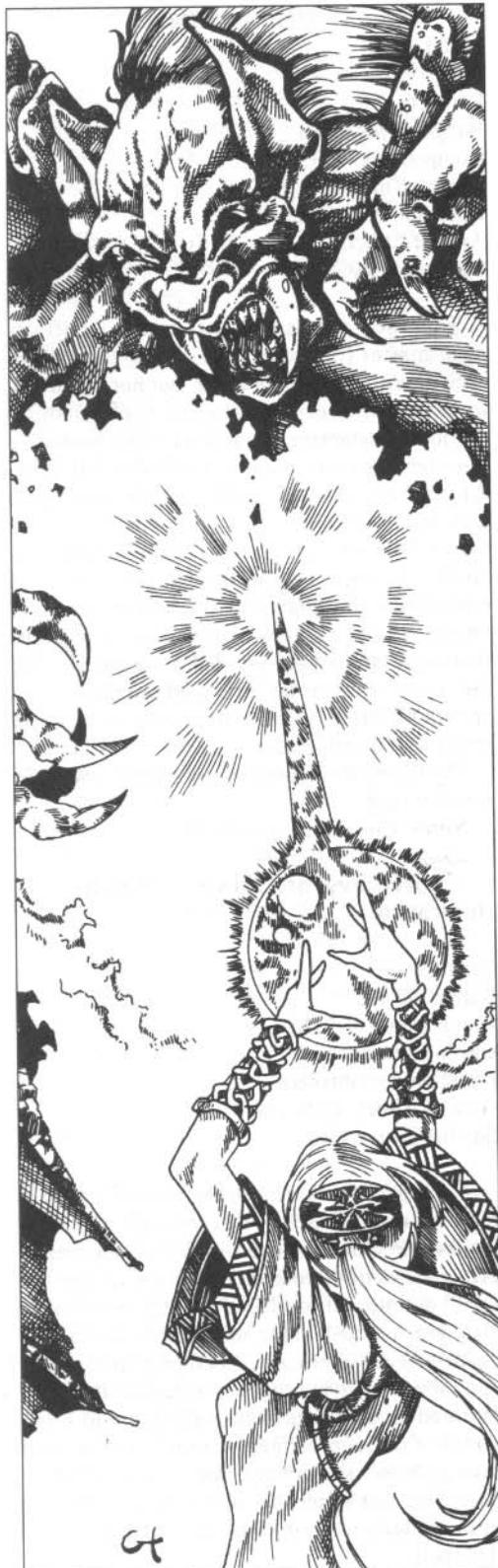
The material components are a lodestone and a pinch of dust.

Notes: Common spell (PHB).

Disintegrate Flesh — Witch (Invocation)

Level: 9
Range: 50 yds.
Components: V, S, M
Casting Time: 9
Duration: Instantaneous
Area of Effect: 40-ft. cube
Saving Throw: Neg.

All organic material in the area of effect is instantly disintegrated by this powerful spell. Living creatures and intelligent undead in the area of effect are entitled to a saving throw vs. spell to avoid disintegration. Dead organic material or slain creatures who have not risen as undead are destroyed automatically. Leather, paper, wood, and other non-living organic materials are disintegrated as well, although magical items composed of these materials are entitled to an item saving throw vs. disintegration to resist destruction. Note that elementals and creatures of living or animated metal or stone are not affected by this spell.



The material component is a small tuning fork of cold-wrought iron.

Notes: Restricted to witches and evokers; rare.

Disjunction, Mordenkainen's

See Mordenkainen's disjunction.

Dismind (Enchantment/Charm)

(Mentalism)

Reversible

Level: 9

Range: Touch

Components: V

Casting Time: 5

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

This spell separates an individual's mind from its body while cloaking the body in invulnerable armor of magical force. The body does not die; rather, it is placed in a state of suspended animation. It cannot be harmed by magic or by physical force, or even be moved. The body does not age, breathe, or eat and is not subject to disease, rot, infection, or poison, even if these states existed in it before it was disminded.

The mind itself is cast loose invisibly across the Prime Material Plane, where it drifts serenely, undetectable by any means. Like the body, the mind cannot be harmed by any known process. It cannot control its movement or what it sees, and its memory is erratic. The DM should feel free to provide one to six small scenes, phrases, or situations for the disminded mind to witness in its flight, as seeds for future adventures. While in its disminded state, the mind cannot think, pray, study or research spells, or even choose to observe any particular person or locale.

Mind and body can be linked together by a *limited wish* or *full wish*.

The reverse of this spell, *restore mind*, also counters the effect; when cast on the body, the mind is immediately brought back. A saving throw applies to the *restore mind* and, if failed, body and mind are still separate. Mind and body must be on the same plane in order for this spell to function.

Restore mind has a number of other functions as well: it can cure insanity (both magical and otherwise), remove a *feeblemind*, and break all mental or magical controls, including *geas*, *quest*, and charms.

The *dismind* spell in its original form is often used by high level wizards in life-or-death situations to preserve themselves for future recovery and restoration.

Notes: Uncommon spell. Known to be in *The Wizard's Workbook*.

Dismiss Greater Elemental

Reversed form, see conjure greater elemental.

Dismissal

(Abjuration)

(Song)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

By means of this spell, a wizard on the Prime Material Plane seeks to force or enable a creature from another plane of existence to return to its proper plane. Magic resistance, if any, is checked if this spell is used to force a being home. If the resistance fails, the caster's level is compared to the creature's level or Hit Dice. If the wizard's level is higher, the difference is subtracted from the creature's die roll for its saving throw vs. spell. If the creature's level or Hit Dice is higher, the difference is added to the saving throw roll.

If the creature desires to be returned to its home plane, no saving throw is necessary (it chooses to fail the roll).

If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The material component is any item that is distasteful to the subject creature.

Notes: Common spell (PHB).

Dispel Enchantment (Abjuration)

Level: 8

Range: 0 or touch

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level or 1 turn/level

Area of Effect: 120-ft. radius or item touched

Saving Throw: None

This spell is a more potent version of *dispel magic*. It can be cast in one of two ways: first, it can create a persistent *negation field* that negates spells cast within the area of effect; second, it can temporarily *neutralize* magical items. The caster must choose which version is desired when the spell is cast. The *dispel enchantment* spell cannot affect dweomers that a *dispel magic* spell cannot affect.

A.) Spell Negation Field. In this use, *dispel enchantment* immediately and permanently dispels all spells within the area of effect that are in force at the moment of casting. The spell lingers for 1 round per caster level, possibly negating spells cast into or through the area, or operating on creatures entering the area. Each potion must save vs. spell as a 12th-level wizard or be destroyed. Spell effects receive a dispel check to see if they are negated. The base chance that a spell is negated is an 11 or higher on a d20, ± 1 per level of difference between the wizard using *dispel enchantment* and the spellcaster who created the effect that may be negated. For example, a 16th-level caster negates the *fireball* of a 9th-level invoker on a roll of 4 or higher.

The *negation field* is immobile; it cannot be moved. Unlike a standard *dispel magic* spell, the caster's magic is only 50% likely to be dispelled by the field. The caster is free to leave the field and can dismiss it at will.

B.) Neutralize Item. The caster must touch the item to be affected. In a combat situation, this requires an attack roll if the object is worn or carried by an alert enemy. The item in question is rendered inert and useless for a period of 1 turn per level of caster, with no saving throw allowed. Potions, scrolls, and ointments or powders with a limited number of applications are destroyed by this spell. Only artifacts, relics, and weapons of +5 enchantment or better resist neutralization.

The material component is a token of special meteoric iron, worth at least 1,000 gp, which is expended in the casting of the spell.

Notes: Common for witches and abjurers; otherwise very rare.

Dispel Exhaustion**(Illusion/Phantasm)
(Mentalism)**

Level: 5
 Range: Touch
 Components: V, S
 Casting Time: 5
 Duration: 2 turns/level
 Area of Effect: 1 to 4 persons in a 20-ft. cube
 Saving Throw: None

This spell utterly convinces up to four persons (as defined by the *charm person* spell) that they are well and rested. They can move and attack at double speed for 1 round every turn (as if *hasted*, but with no aging effect). In addition, the recipients temporarily recover 50% of any hit points that had been lost at the time the spell was cast. These bonus hit points are the first lost to any subsequent damage, and any remaining bonus hit points are lost at the end of the spell's duration (3 hours at 9th level). A second casting of this spell on the affected individuals while the first is in effect negates both spells.

Notes: Restricted to illusionists and mentalists; uncommon.

Dispel Fog**(Abjuration)
(Air, Water)**

Level: 3
 Range: 0
 Components: V, S
 Casting Time: 1 rd.
 Duration: 1 turn/level
 Area of Effect: 10-ft./level radius
 Saving Throw: Special

This spell eliminates normal and magical fog from the area of effect. Only fog and mist are affected, not bodies of water, rain, or other precipitation. The dispelled fog is gone permanently, but the empty volume may be filled in again with new fog if there is sufficient quantity in the area. However, the dispelled area stays clear for 1 turn per level of the caster level regardless of other conditions. The spell can be cast directly on a ship or boat; in this case the area free of fog will move with the vessel.

Creatures in fog or mist form (such as vampires) who are in the area of effect must make a saving throw vs. spell. A successful save indicates that the creature must transform to a form other than fog or mist; failure indicates that the creature

takes 2d10 damage and must still change form.

Notes: Common for Sea mages; uncommon for Air and Water mages; otherwise rare.

**Dispel Illusion****(Abjuration)**

Level: 4
 Range: 10 yds./level
 Components: V, S
 Casting Time: 4
 Duration: Instantaneous
 Area of Effect: 1 illusion or phantasm
 Saving Throw: Special

Wielding this spell, an illusionist or wu jen can instantly dispel any illusion or phantasm cast by a wizard of another school. However, against a spell of mixed schools, their own schools, and nonwizard illusions, this spell acts as a *dispel magic* spell (11 or higher on 1d20 to dispel, ± 1 per level difference). At the DM's option, this spell may affect items that create illusion and phantasmal effects as well.

Notes: Restricted to illusionists and wu jen; common for both.

Dispel Magic

(Abjuration)
(Universal)

Level: 3

Range: 120 yds.

Components: V, S

Casting Time: 3

Duration: Instantaneous

Area of Effect: 30-ft. cube or 1 item

Saving Throw: None

When a wizard casts this spell, it has a chance to neutralize or negate magic it comes in contact with, as follows:

First, it removes spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it disrupts the casting or use of these in the area of effect at the instant the dispel is cast. Third, it destroys magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance to dispel depends on the difference in level between the magical effect and the caster. The base chance is 50% (11 or higher on 1d20 to dispel). If the caster is of higher level than the creator of the effect to be dispelled, the difference is subtracted from the number needed on 1d20 to dispel (making it more likely that the dispel succeeds); if the caster is of lower level, the difference is *added* to the number needed on 1d20 to dispel (making it *less* likely that the dispel succeeds). A roll of 20 always succeeds and a roll of 1 always fails. Thus, if a caster is 10 levels higher, only a roll of 1 prevents the effect from being dispelled.

A *dispel magic* spell only affects a specially enchanted item, such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor, if it is cast directly upon that item alone. This renders the item nonoperational for 1d4 rounds. An item possessed and carried by a creature gains the creature's saving throw against this effect; if unattended, an item is automatically rendered nonoperational for 1d4 rounds. An interdimensional interface (such as a *bag of holding*) rendered nonoperational would be temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell; however, some of their spell-like effects may be, at the DM's option.

Note that this spell can be very effective when

used upon charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Notes: Common spell (*PHB*).

Summary of *Dispel Magic* Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/-innate ability	Level/HD of other caster	Effect negated
Wand	6th level	*
Staff	8th level	*
Potion	12th level	Potion destroyed
Other magic	12th, unless special	*
Artifact	DM discretion	DM discretion

* Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.

Dispel Mirage

(Abjuration)



Level: 3

Range: 30 yds. + 1 yd./level

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 60 sq. ft./level, 10 ft. high

Saving Throw: None

This spell creates a field that instantly destroys all natural illusions such as mirages. Magical illusions are destroyed, and *invisibility* is negated, with three key exceptions. *Dispel mirage* does not affect natural invisibility, illusions resulting from 6th-level spells and up, nor natural abilities that mimic such spells. Otherwise, this spell instantly banishes visual deceptions that overlap the area of effect, touch it, or occur wholly within it. If the magics or illusions are normally continuous or renewable, they recur one turn later.

Dispel mirage affects a base area of 60 square feet per level of the caster (for example, 10 feet wide by 6 feet deep) by 10 feet high. The actual area can take any shape the caster desires. For example, he could "fold" it in half to make it 20 feet high, covering 30 square feet at the base. Or he could fill a corridor 12 feet long by 5 feet wide, maintaining the 10-foot height. In open areas, the caster typically concentrates on a focal point, and the spell affects an area centered on that point.

The material component of this spell is a handful of sand, scattered into the air during casting.

The spell works in any type of terrain.

Notes: Common in arabian lands; otherwise very rare.

Dispel Possession

Lost spell.

Dispel Silence

(Abjuration, Alteration)

Level: 3

Range: 0

Components: S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 10-ft./level radius

Saving Throw: None

This spell negates the effect of magical silence within the area of effect for the duration of the spell. Following the casting of the *dispel silence*, all spellcasting, speaking, and actions can proceed normally.

For the duration of the spell, the area protected is proof against *silence* spells—they will not function within the area of effect. The *dispel silence* is immobile once cast, and cannot be cast on a creature or object.

The material component of this spell is a pinch of powdered diamond worth at least 50 gp, flung into the air.

Notes: Rare spell in the FORGOTTEN REALMS Setting. Known to be in *Bowgentle's Book*.

Dispelling Screen, Otiluke's

See Otiluke's dispelling screen.



Displace Self

(Alteration)

(Dimension)

Level: 2

Range: 0

Components: V, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

Emulating the natural ability of the displacer beast, this spell causes the caster to appear to be about two feet away from his true location. Any creature making a melee or missile attack against the caster automatically misses with its first attempt and suffers a -2 penalty on all subsequent attack rolls. In addition, the wizard also gains a +2 bonus on saving throws for any spell or special attack aimed directly at him, not at any other individuals or the area around him. The only spell that will reveal the caster's true location is *true seeing*.

The material component for this spell is a small strip of paper or leather twisted into a loop.

Notes: Common for dimensionists; otherwise uncommon (PO:SM).

Disrobing, Laeral's

See Laeral's disrobing.

Disrupt Dominion

(Necromancy)



Level: 8

Range: 20 yds.

Components: V, S

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: Special

Saving Throw: Neg.

By casting this spell, a caster tries to take control of undead creatures from another commanding entity. The entity in control of the undead must attempt a saving throw vs. spell. If successful, the disruption attempt fails. If unsuccessful, the caster has clouded the undead with assorted negative energy patterns that disrupt control. The undead do not automatically become the caster's minions, but the caster is free to exert his will on them and assume control in subsequent rounds.

Notes: Very rare; usually in the hands of a necromancer or lich. This spell can be researched only on the Demiplane of Dread.

Disrupt Undead**(Necromancy)**

Level: 4

Range: 70 yds.

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: Cone, 10-ft. dia., 20 ft. long

Saving Throw: None

When cast, the spell causes a cone of invisible, silent, mildly cold force to come into being, extending from the caster's outstretched hand. Any undead creatures within its confines or touched by any part of it are affected as follows:

- Skeletons, zombies, ghouls, shadows, and such undead with less than 4 Hit Dice are instantly blasted out of existence.
- Wights, ghosts, wraiths, mummies, spectres, vampires, ghosts, liches, and similar evil creatures from other planes that can be turned by priests, as well as other powerful undead not specifically named here, receive a saving throw vs. death magic to avoid destruction, and if successful instantly suffer 1d6 damage per caster level to a maximum of 10d6.

The material component to activate this magic is pinch of dust or a strand of cobweb.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Disruption**(Alteration, Necromancy)**

Level: 9

Range: 10 yds./level

Components: V, S

Casting Time: 3

Duration: Instantaneous

Area of Effect: 40-ft. radius sphere

Saving Throw: Special

This powerful spell can utterly destroy undead and other magically animated creatures (even golems) in its area. Only three sorts of creatures are affected: undead, magically created or animated creatures, and creatures that magically control others. All others are unaffected.

Any ongoing spellcasting in the area of effect by these creatures is ruined. Effects of magical devices wielded by these creatures are negated for the round of disruption, but artifact powers are completely unaffected.

Creatures of these types with fewer than 6 Hit

Dice are automatically destroyed. Creatures with 6 Hit Dice or more must save vs. spell to avoid destruction. Any creature that could be affected which escapes disruption is stunned (reeling and unable to act coherently) for 1d3-1 rounds.

If a controlling creature is disrupted, its magically controlled or charmed creatures are instantly freed.

Notes: Rare spell. Known to be in *The Glendar's Grimoire*.

Disruption, Zala's*See Zala's disruption.***Dissipate Vapor****(Abjuration)****(Alchemy)**

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 2 rds./level

Area of Effect: 50-ft. cube

Saving Throw: Special

This spell disperses any gaseous substance, including natural or magical fogs, clouds, vapor, gaseous breath weapons, and creatures in gaseous or insubstantial form.

All gases, vapors, and gaseous breath weapons are dissipated in the area of effect at the instant of the casting and as they later enter the area; the spell creates a safe area within a large cloud of harmful gas.

Magical spell effects of 1st through 3rd level that create gases and vapors are immediately negated, while spells of higher level suffer the effects of a *dispel magic* spell at the caster's level.

A gaseous creature receives a saving throw vs. spell; failure inflicts 1d6 points of damage per level of the caster (to a maximum of 10d6). Success means the creature takes half damage and is forced from the area.

The material component is a bit of charcoal.

Notes: Uncommon for abjurers and alchemists; otherwise rare. (Updated from *DRAGON Magazine*.)

Distance Distortion**(Alteration)**
(Earth, Dimension)

Level: 5
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 5
 Duration: 2 turns/level
 Area of Effect: 10-ft. cube/level
 Saving Throw: None

This spell can be cast only in an area completely surrounded or enclosed by earth, rock, sand, or similar materials. The wizard must also cast a *conjure elemental* spell to summon an earth elemental. The elemental serves without attempting to break free when the spellcaster announces that his intent is to cast a *distance distortion* spell. The spell places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be either doubled or halved for those traveling over it (spellcaster's choice). Thus, a 10-foot × 100-foot corridor could seem to be either 5 feet wide and 50 feet long or 20 feet wide and 200 feet long. When the spell duration has elapsed, the elemental returns to its own plane.

The true nature of an area affected by distance distortion is undetectable to any creature traveling along it, but the area dimly radiates magic, and a *true seeing* spell can reveal that an earth elemental is spread within the area.

The material needed for this spell is a small lump of soft clay.

Notes: Common spell (*PHB*).

Distant Diary**(Invocation, Alteration)**

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 4
 Duration: 1 day/level
 Area of Effect: 1 book
 Saving Throw: None

A more powerful version of the *diary* spell, this spell is similar in most regards (see below). The principal differences are these:

- The diary book records regardless of the caster's distance, although the caster must be on the same plane.

- If the wizard re-casts the spell before a previous casting ends, the diary continues without pause; the diary book need not be nearby to continue the spell.
- If the wizard prepares a series of volumes before casting the spell, the spell will go to the next volume as each volume fills, without ending the spell.

Thus, a wizard could prepare several large journals and leave them in the safety of his tower, dictating to them constantly as long as he casts each *distant diary* spell before the previous one lapses completely.

The diary records all things said or heard by the caster. The wizard can transcribe mental notes and record scenes or portraits by concentration on them; one round for a simple sketch. Typical adventuring and light conversation fills the book at about 10 to 20 pages per hour. The magical properties of a text cannot be copied by this spell, though the caster can summarize the material in his own words.

Notes: Very rare. Known to be in *Prismal's Pocket Library, Vol. IV*.

Distort**(Alteration)**
(Song)

Level: 1
 Range: 0
 Components: V, S
 Casting Time: 1
 Duration: 1 hr./level
 Area of Effect: 1 sound source within 5 ft.
 Saving Throw: None

The caster can alter the nature of any sound, provided its source is within 5 feet. Although the volume of the sound remains the same, its resonance, timbre, pitch, or tone can be changed. For example, the sound can be given a buzzing quality, an echo effect, or an underwater tonation, and its pitch can be raised or lowered. By mental command the caster sets the type and amount of distortion, which remains constant until he actively changes it again. Any distortion that the caster can mentally hear can be imposed on the sound. This spell may, at the DM's option, adjust the saving throw of a sound-based attack.

Notes: Very rare spell. Known to be in *Darsion's Notes*.

Distort Life I**(Necromancy)**

Level: 4

Range: 2 yds.

Components: V, S, M

Casting Time: 1 hour

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell alters one aspect of an unborn creature according to the wizard's will. Only external features can be changed with this spell. Its operation is very uncertain; the base chance of success depends on the aspect and the manner in which the wizard wants to affect it. Some changes require two or more generations to manifest themselves fully (these are abbreviated to "G;" for example, G3 is the 3rd generation). Each generation might produce defects. The DM should arbitrate success chances as required. Typical chances include:

- *Coloring*: base or spots, stripes, etc.—80%
- *Covering*: hide (G0), fur (G2), scales (G6), feathers (G9).—40%

The number of generations to go from one to another is the difference in rating (scales to feathers takes three generations).

- *Toughening*: Two generations required per AC shift, to about 5 above base.—20%, plus current AC \times 5% (e.g., AC 5 to AC 4 is 45%).

Nonmagical resistance to fire, cold, acid, etc. can be bred, but not invulnerability.

- *Limb Endings*: These affect either a pair of limbs, or a tail: enlarged claws, spiked tail, manipulative digits.—40%
- *Limbs, Whole*: Add or modify a pair of limbs or a tail, minimum two generations: wings, prehensile tail, increase speed (by 1 MV).—30%
- *Senses*: More acute hearing, vision, smell, touch, or taste.—50%

Infravision or ultravision can be increased 30 feet per generation to 120 feet maximum.

- *Mouth*: Teeth size, hollow incisors, these take two generations.—40%
- *Noise (larynx)*: Alters pitch, volume, etc.—70%.

Failure means an aspect might change in a way other than that intended, a different aspect may change, nothing may happen, the chance of defects may arise, or a combination of these possibilities may occur (see table). In these cases if there is a successful alteration in an early generation and a failure in the subsequent generation, the partially

altered strain is still useful as advanced breeding stock since it carries one generation's worth of change. However, a partial alteration will tend to disappear entirely in three generations.

d%	Distortion I Failure
01–30	Right aspect, wrong way
31–70	Nothing happens
71–80	Wrong aspect affected
81–90	Raise defect chance 10%
91–00	Roll twice, ignoring rolls above 90.

The material component is a silver model of the creature in question (worth 200 gp \times the creature's Hit Dice) which must be hammered flat during the casting.

Notes: Very rare. (Updated from *IMAGINE Magazine*.)

Distort Life II**(Necromancy)**

Level: 5

Range: 2 yds.

Components: V, S, M

Casting Time: 2 hours

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell resembles *distort life I*, but can be used to alter internal and fundamental aspects of the offspring. Its operation is very uncertain; the base chance of success depends on the aspect and the manner in which the wizard wants to affect it. Some changes require two or more generations to manifest themselves fully (these are abbreviated to "G;" for example, G3 is the 3rd generation). Each generation might produce defects. The DM should arbitrate success chances as required. Typical chances include:

- *Lungs*: Breathing or tolerance of different gases, add or remove gills; three generations.—50%
- *Glands*: Produce venom, acid, fire, or remove these; two generations.—30%
- *Eating Habits*: Carnivore, omnivore, herbivore; two generations per step.—50%

Unusual eating habits (wood, iron, etc.); five generations.—40%

- *Size*: Per 5% increase or decrease in size. Each 10% shift changes the creature's hit points by 1. For example, a 3 Hit Die creature bred to +20% size would have 3d8+2, (between 5 and 26 hp). At +4, the creature's base HD increases by 1. Decreases work similarly.—50%

- Age of Maturity: Per 10%, up to 10% per generation possible, up to 50%—base 60%

d%	Distortion II Failure
01-15	Right aspect, wrong way
16-50	Nothing happens
51-75	Wrong aspect affected
76-90	Raise defect chance 10%
91-00	Roll twice, ignoring rolls above 90.

Failure means an aspect can change in a way other than that intended, a different aspect can change, nothing can happen, the chance of defects can arise, or a combination of these possibilities can occur (see table). In these cases if there is a successful alteration in an early generation and a failure in the subsequent generation, the partially altered strain is still useful as advanced breeding stock since it carries one generation's worth of change. However, a partial alteration will tend to disappear entirely in three generations.

A small gold model of the creature (worth 600 gp \times the creature's Hit Dice) is hammered flat during the casting.

Notes: Very rare. (Updated from *IMAGINE* Magazine.)

Distort Life III (Necromancy)

Level: 6

Range: 2 yds.

Components: V, S, M

Casting Time: 3 hrs.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell alters one aspect of an unborn creature according to the wizard's will. This spell can bestow special and magical powers. The chance of inducing defects is 20% or higher if this spell is used. Its operation is very uncertain; the base chance of success depends on the aspect and the manner in which the wizard wants to affect it. Some changes require two or more generations to manifest themselves fully (these are abbreviated to "G;" for example, G3 is the 3rd generation). Each generation can produce defects. The DM should arbitrate success chances as required. Multiple generation requirements are secretly rolled by the DM: e.g. 'Gd3' is 1 to 3 generations.

If the wizard confers innate spell abilities or magic resistance, then the offspring will be a magical (enchanted) monster, and subject to any special bonus or penalties that affect this type of creature. Typical alterations include:

- *Intelligence*: Per point of intelligence, creature average can be raised once per generation.—30% minus the current Intelligence as a %
- *Speech* (minimum 5 Intelligence and larynx required): Base Gd4.—40%
- *Shape Changing*: Base Gd3+1.—50%
- *Touch Attack* (paralyze, petrification, Strength drain): Base Gd3.—40%
- *Gaze Attack* (petrification): Base Gd4.—30%
- *Minor Breath Weapon* (1 hp/HD): Base Gd3.—40%
- *Major Breath Weapon* (1 die/HD): Base G3d3.—30%
- *Vision* (detect invisibility): Base Gd3.—60%
- *Vision* (into other planes): Base Gd3.—50%
- *Invisibility*: At will; Gd4.—30%
- *Regeneration*: 1 point per round; Gd4.—30%, minus 10% per point over 1.
- *+1 or Better Weapons to Hit*: Base Gd4.—20%



d%	Distortion III Failure
01-10	Right aspect, wrong way
11-60	Nothing happens
61-70	Wrong aspect affected
71-90	Raise defect chance 10%
91-00	Roll twice, ignoring rolls above 90.

Failure means an aspect can change in a way other than that intended, a different aspect can change, nothing can happen, the chance of defects can arise, or a combination of these possibilities may occur (see table). In these cases if there is a successful alteration in an early generation and a failure in the subsequent generation, the partially altered strain is still useful as advanced breeding stock since it carries one generation's worth of change. However, a partial alteration will tend to disappear entirely in three generations.

A small platinum model of the creature (worth 1,200 gp \times the creature's Hit Dice) is hammered flat during the casting.

Notes: Very rare. (Updated from *IMAGINE Magazine*.)

Defects in Breeding

These tables are used for changes in magical breeding stock due to straight crossbreeding or use of the *distort life* spells. The DM decides if crossbreeding combinations will create viable offspring.

Base chance of defect:	20%
<i>Siblings</i> used	+40%
<i>Cousins</i> used	+20%
<i>distort II</i> used	+10%
<i>distort III</i> used	+20%

Upon reaching mature age, there is also a chance of a new defect occurring.

Base chance of defect at maturity	10%
<i>Age</i> spell, per 10% of mature age	+5%
<i>Hasten growth</i> spells, per month aged	1%
When a defect occurs check to see the defect type and subtable to be used. If both crossbreeding and <i>distort</i> spells are employed, use the <i>distortion</i> column.	

Distort.	Cross.	Defect	Table
01-40	01-20	Physical	I
41-60	21-50	Psychol.	II
61-90	51-97	Genetic	III
91-00	98-00	Magical	IV

Table I: Physical Defects

01-40	External or internal flaw (DM choice).
41-50	Nasty smelling, periodic or continuous.
51-80	Susceptible to disease (1d6 \times 5% when exposed).
81-00	Environmental problem (aversion to light, heat, etc.; allergies possible).

Table II: Psychological Defects

01-25	Violent, rabid, or crazed.
26-70	Listless, death-wish.
71-80	Positively suicidal.
81-00	Manic depressive or other type of insanity.

Table III: Genetic Defects

01-30	Sterile
31-55	Weak genes, 25% to pass aspects on.
56-70	Crippled genes, 0% to pass aspects on.
71-80	Unstable genes, different defect in each generation.
81-90	Roll again, defect appears in next generation.
91-00	Roll again, defect appears 1d4 generations later.

Table IV: Magical Defects

01-40	Random magical aspect in warped or uncontrollable form.
41-70	Creature terrified of magic and spellcasters.
71-90	Hatred and violence toward anything magical.
91-00	DM choice, possibly involving the experimenting wizard as well.

Distraction

(Enchantment/Charm)

Level: 3
 Range: 5 yds./level
 Components: S, M
 Casting Time: 1
 Duration: 1 rd.
 Area of Effect: 40-ft. cube, 1 person/level
 Saving Throw: Neg.

This spell causes one or more persons in the area of effect become too preoccupied to notice any movement, sound, or smell around them. Individuals resistant to *sleep* and *charm* are likewise resistant to this spell.

Other individuals receive a saving throw vs. spell to remain unaffected. If only two or three individuals are to be affected, they each save at a -1 penalty, while if only a single individual is to be affected the saving throw is at a -2 penalty. If the action that the distraction is intended to conceal is expressly forbidden, and attempted in plain sight (for example, passing through a guarded door), the penalties are negated and a saving throw bonus of +2 is received instead.

The spell can set up a surprise attack if used carefully. A physical blow or contact, even jostling, negates the spell immediately.

The material component is a piece of black gauze.

Notes: Rare spell; most commonly used by mage/thieves. (Updated from *IMAGINE Magazine*.)

Distraction, Drenal's

See Drenal's distraction.

Divination Enhancement

(Evocation)

Level: 4
 Range: 0
 Components: V, S
 Casting Time: 4
 Duration: 2 turns + 2 rds./level
 Area of Effect: The caster
 Saving Throw: None

This spell allows a wizard to extend both the duration and range of the *wizard eye* spell and any divination spells of 1st to 4th level. Duration and range are both increased by 50% for the length of the *divination enhancement*.

All divination spells cast within the duration of the enhancement are increased. The expiration of the *enhancement* ends all divination spells in effect.

Notes: Common for diviners; otherwise uncommon (*ToM*).

Divining Rod

(Divination, Enchantment)

(Artifice)

Level: 1
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1 rd./level
 Area of Effect: 60 yds.
 Saving Throw: None

This spell enables the caster to enchant the branch of a ginkgo or fruit tree to locate a common item that is hidden from view. Unlike *locate object*, the caster does not need to have a specific mental image of a particular item; rather, he only needs to state the name of the general type of item he wishes to locate, such as buried treasure, edible plants, or fresh water. However, divining rod will not locate invisible or magical items, nor will it locate items protected by obscure item or a similar spell.

Once the branch is enchanted, the caster holds the branch with both hands. If the desired item is within 60 yards, the enchanted branch points in the direction of the item and gently pulls the caster along. The spell is not blocked by lead or any other substance. However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If there is no item matching the description within 60 yards, the branch does not react, although the caster can move about and continue to search.

The material component for this spell is the branch from a ginkgo tree or a fruit tree, such as peach, apple, or lemon. The branch must be shaped like the letter Y, so that the caster can



grasp a fork of the branch in each hand.

Notes: Uncommon for diviners and artificers; otherwise rare (PO:SM).

Dolent's Helm

(Abjuration, Evocation)
(Mentalism)

Level: 1

Range: Touch

Components: V, S

Casting Time: 3

Duration: 3 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell causes a transparent helm of psionic energy to come into being about the recipient's head. The helm allows a saving throw vs. spell against all psionic attacks, as well as any psionic devotions or sciences that allow mental influence or control. *Dolent's helm* provides no protection against spells.

The spell fails if the recipient is wearing any head covering when the spell is cast; also, the spell does not work while any head covering is worn. If the protected creature would be allowed a saving throw against a psionic ability for any other reason, the creature can use the most advantageous defense.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Dolor

(Evocation)

Level: 5

Range: 2 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds.

Area of Effect: 1 creature

Saving Throw: Special

By means of this spell, the wizard attempts to force compliance or obedience from some oppositely aligned or hostile creature from a plane foreign to that of the spellcaster.

When uttering the incantation (see The Casting), the wizard can be mentally assailed by the creature if it has a higher Intelligence than the caster. In this case, the creature has a 5% chance per point of superior Intelligence of effectively *charming* and *dominating* the wizard. In the case of such control, the creature will then do with the spellcaster as its alignment dictates.

If the spellcaster is distracted or interrupted during the casting of the spell, the subject creature is able to effect the charm and domination if it makes a successful Intelligence check.

The dweomer causes *unease* in the creature in question during its mere reading (the round of casting), making all of its saving throws against *commands*, *charms*, and nonoffensive spells at a penalty of -1, the adjustment favoring compliance.

On the round thereafter, the subject becomes *nervous* and filled with doubts, causing the penalty to go to -2.

On the last round of effect the creature actually feels a dull, all-encompassing *dolor*, which brings a penalty of -3.

Thereafter, the creature is no longer affected by the *dolor* spell and it makes further saving throws without adjustment.

The Casting: The verbal component of the spell deals with the class of creature in question, containing as much information as possible about the subject creature (common name, true name, history, previous dealings, and so on). The spell is long and complex; its incantation must be read aloud from a book or scroll specially prepared for this purpose. If the creature's true name is used in the incantation, the creature's magic resistance, if any, is negated for the duration of the spell.

Notes: Very rare spell.



Dome of Invulnerability

Athasian Dragon King magic;
psionic component renders the
spell uncastable by wizards.



Domination

(Enchantment/Charm)
(Mentalism)

Level: 5
Range: 10 yds./level
Components: V, S
Casting Time: 5
Duration: Special
Area of Effect: 1 person
Saving Throw: Neg.

The *domination* spell enables the caster to control the actions of any person until the spell is ended by the subject's Intelligence (see the *charm person* spell). Elves and half-elves resist this enchantment as they do *charm*-type spells. When the spell is cast, the subject must roll a saving throw vs. spell at a penalty of -2, but Wisdom adjustments apply. Failure means the wizard has established a telepathic link with the subject's mind. If a common language is shared, the wizard can generally force the subject to perform as the wizard desires, within the limits of the subject's body structure and Strength. Note that the caster does not receive direct sensory input from the subject.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, there is no limit to the range at

which it can be exercised, as long as the caster and subject are on the same plane.

A *protection from evil* spell can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it cannot prevent the establishment of domination.

Notes: Common spell (*PHB*).

Doom Legion

(Necromancy)



Level: 7
Range: 0
Components: V, S, M
Casting Time: 7 rds.
Duration: Instantaneous
Area of Effect: 120-yd. radius
Saving Throw: None

This spell creates skeletons or zombies from the remains of an army defeated in battle. The spell must be cast on the site of the conflict, where the fallen bodies still lie. When cast, only the bodies or skeletons of the losing side will be animated.

If the battle took place less than three months before the casting of the spell, the undead will be zombies. Any longer period of time will yield skeletons—even if the bones have turned to dust, they reassemble when this spell is cast.

The number animated depends upon the radius of the spell and the number of bodies within it.

The DM decides what level of conflict was fought on the grounds where the spell is cast, then rolls dice to find how many undead are raised (see table).

Animated bodies that are less than 3 feet beneath the surface will dig themselves out within 1 turn of the casting of the spell. Those deeper will not animate. The bodies cannot have been disturbed before the casting of the spell. Those that have been moved, searched, or in any way disturbed the same day as the spell is cast do not animate.

The animated army of undead might ignore the spellcaster and undertake their original mission, depending on how long the vanquished army has laid at rest.



Level of Battle	Number of Undead
Skirmish	3d12
Small Battle	6d12
Major Battle	10d20

Time at Rest	Chance to Ignore
1 day	90%
1 week	80%
1 month	70%
3 months	60%
1 year	50%
5 years	40%
10 years	30%
50 years	20%
100 years	10%
Over 100 years	0%

An army of undead that ignores the spellcaster will not necessarily attack him, but it will not obey him. It will pursue revenge for its defeat, advancing on its previous enemy, even if that no longer makes sense, considering the passage of time. Should the army not ignore him, the undead will consider the spellcaster its new leader and will follow him until every individual is somehow destroyed.

The material components for this spell are a drop of blood from one of the unit's old opponents (or a descendent thereof) plus a handful of soil from the unit's original homeland.

Notes: Common on Athas (the DARK SUN setting); otherwise very rare.

Doomstrike

Reversed form, see elude blow.

Door of Death — Dragon (Necromancy)

Level: 7
Range: 0
Components: V
Casting Time: 2 rds.
Duration: Affects 50 Hit Dice or levels
Area of Effect: 1 doorway/portal
Saving Throw: Neg.

Using this spell, the draconic caster can ward a particular doorway or portal so that any creature who tries to pass through the portal without first speaking a word of command is immediately the subject of a modified form of the *death spell*. (Here the word "portal" can also refer to a cave opening or tunnel no more than 30 feet in diameter.) A single application of this spell can kill up to 50 Hit Dice or levels of creatures before becoming inert.

Each creature passing through the portal rolls a

saving throw vs. wand with a -2 penalty; a successful save means that the creature survives. Even if the creature successfully saves, the creature's Hit Dice or level is deducted from the total power remaining to the warded doorway. If a creature passing through the door has more Hit Dice or levels than remain in the spell, the spell ends and the creature is unharmed.

Example: A dragon has cast *door of death* on the entrance into her cave. Three characters try to pass through the portal—a 15th-level fighter, a 16th-level cleric, and a 16th-level wizard. The fighter and cleric fail their saving throws and die immediately; the wizard makes his saving throw and survives. The *door of death* spell has expended 47 levels (15 + 16 + 16), which means that only 3 remain. Later, a 4th-level thief walks through the door. Since the thief has more levels than remain to the spell, the spell ends and the thief is unaffected.

Note that only the doorway or portal itself is warded. An individual could conceivably smash through or otherwise penetrate the wall next to the door and enter safely. A portal protected by a *door of death* spell radiates a strong aura of necromantic magic. While casting the spell, the dragon can choose whether or not the warding is to be visible. If the dragon chooses visibility, the portal is outlined by a faint blue glow; this glow isn't bright enough to be seen in full daylight, but it is obvious under twilight or darker conditions.

According to rumor, a number of human wizards have developed their own (9th-level) versions of this spell. All have suffered highly unpleasant fates when they tried to use the spells. Almost half died during the casting, while the others suffered various degrees of permanent paralysis or contracted terminal illnesses.

Notes: Restricted to dragon spellcasters; uncommon. Known to be in the *Draconomicon*.

Double

See double undead.

Double Dweomer (Alteration)

Level: 7
Range: 0
Components: V, S, M
Casting Time: 7
Duration: 1 rd.
Area of Effect: The next spell cast
Saving Throw: None

The *double dweomer* spell allows the caster to affect two targets with an individually targeted

spell instead of one. The affected spell must be a spell of 6th level or less that can target a single creature or object. The affected spell must be cast in the round immediately after the *double dweomer* spell is cast, or the *double dweomer* spell is wasted.

The targets must be within 30 feet of each other. The details of the affected spell do not otherwise change (range, Hit Dice affected, etc.). Thus, a *double dweomer* spell allows a caster to affect two creatures with a *disintegrate* spell, a *stoneskin* spell, or *Melf's acid arrow*. It has no effect over spells such as *Bigby's interposing hand*, *wall of ice*, *sleep*, *fireball*, or other spells that either do not directly affect a creature or have more than one target. A touch-delivered attack spell can be modified, but the caster must be able to touch both targets simultaneously.

The material component is a thin glass rod, 3 to 4 inches long, which the wizard snaps in half when casting the spell.

Notes: Very rare spell.

Double Steel

(Evocation)

Level: 6

Range: 0

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell allows the caster to create a duplicate of any bladed weapon she has touched—or seen in use—out of thin air. The duplicate weapon matches the original exactly—even to any magical powers it has or enchantments laid upon it. When the spell expires, the blade fades away and cannot be recalled (that particular weapon cannot be duplicated by that wizard again). Until the spell expires, the caster or another being can wield the blade, and upon touching it is made instantly aware of all of its powers.

This duplicate weapon vanishes instantly if wielded by a caster who attempts to cast any spell, but the caster is free to work magic if the blade is wielded by someone else. Anyone who wields the duplicate does so as if proficient with it.

When the caster is fighting all alone, she can choose to wield the weapon either with her own THAC0 or with that of a particular being she has seen employing the original weapon. The spell does not reveal to the caster what that THAC0 is; this can be only guessed at, given the blade's per-

formance in the being's hands. The caster's choice cannot be changed once made.

The duplicate weapon created by this spell has tangible physical existence while the spell lasts. It can be used as a prop or tool. It can even be seized by a foe of the caster and used against her, though she has the ability to make the duplicate blade vanish at any time by willing it out of existence.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare.

Double Undead

(Necromancy)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 undead

Saving Throw: None

This rare dweomer replaces one skeleton or zombie with two identical undead. The spell affects one animated zombie or skeletal creature of 3 Hit Dice or less (but not specially created undead such as crawling claws, ju-ju zombies, or baneguard). The spell must be cast within three rounds of the undead creature's animation. It remains dormant until triggered.

When triggered, this spell replaces the protected skeleton or zombie with two creatures identical to the original, but with maximum hit points. Any magical item carried by the protected undead is randomly teleported and is not duplicated. The duplicates are immune to turning. Any spells affecting the original do not carry over to the duplicates, however, the caster controls the duplicates. Duplicates vanish when destroyed with all of their equipment. They vanish after 2





hours per level of the caster if not destroyed before then.

The *double undead* spell effect operates only if triggered. Two triggers are common; one must be chosen during casting.

- *Spell Trigger*: If any spell or spell-like ability affects an undead protected by the *double undead* spell, the dweomer is triggered.
- *Turning Trigger*: If the protected undead is affected by an priest's (or equivalent's) ability to turn undead, the dweomer is triggered.

A separate *double undead* spell is required for each undead to be protected. Multiple *double undead* spells won't work on the same undead.

The material component of this spell is a small crystal prism and two hairs from any source.

Notes: Restricted to necromancers; rare.
(Updated from *DRAGON Magazine*.)

Double Wizardry, Jonstal's

See Jonstall's double wizardry.

Double Wizardry, Presper's

See Presper's double wizardry.

Dragon Breath

(Evocation)

(Alchemy)

Level: 7

Range: Varies

Components: V, S, M

Casting Time: 3

Duration: 3 rds.

Area of Effect: Varies

Saving Throw: Special

This actually represents a whole family of spells, as a different spell exists for each type of dragon. Each must be found or researched separately. Further each requires the tooth of its type of dragon, at least adult age, before the spell can be researched or cast.

The spell enables the wizard to unleash a breath weapon up to three times as if the wizard was a dragon of the same sort as once possessed the tooth (once per round, with no actions other than movement allowed). The wizard must have the proper incantation for the type of dragon chosen; different wordings exist for the different dragon types, the most widely known being white, black, green, and blue. Red and copper are hard to find, and the incantations for other dragon types are very rare indeed.

The precise effects of each breath weapon—range, area of effect, and saving throw details—are as given in the *MONSTROUS MANUAL* description of dragons. The “age” of the dragon is determined by the wizard’s experience level (see table). For example, a 14th-level wizard (the lowest level at which this spell can be cast) spitting acid as a black dragon inflicts 8d4+4 damage, as if he were a juvenile dragon (age category 4).

Caster Level	Dragon Age
14	4
15–17	5
18–20	6
21–23	7
24 ⁺	8

The material component of this powerful spell is the tooth of a dragon. Any type of dragon can be the source—even teeth taken from a dragon’s skeletal remains or undead form will work.

Notes: Rare for alchemists, otherwise very rare. Within these parameters, white and black are common, green and blue are uncommon, red and copper are rare, and others are very rare. (Updated from *DRAGON Magazine*.)

Dragon Fall — Dragon Knight (Alteration)

Level: 3
Range: 100 yds.
Components: V
Casting Time: 3
Duration: 500 ft. of fall/level
Area of Effect: 1 dragon, 1 age/level
Saving Throw: None

This spell is similar to *feather fall*, but it is designed to be cast on dragons with the intention of saving a dragon injured in flight from plummeting to the ground. The spell enables the caster to affect one age class of dragon for every level of the caster. For instance, a 7th-level dragon knight wizard can cast this spell on any dragon up to mature adult in age. As with other dragon knight spells, *dragon fall* does not work on other creatures or objects.

Notes: Restricted to Dragon Knights of Krynn (in the DRAGONLANCE setting) and those trained by them; common.



Dragon Message — Dragon Knight (Alteration)

Level: 2
Range: 0
Components: V, S, M
Casting Time: 2
Duration: 5 rds./level
Area of Effect: 30-ft. +10-ft. level
Saving Throw: None



This spell is similar to the *message* spell, but enables one dragon knight to communicate with a dragon or another dragon knight. The knight can include up to one of these per level of spellcasting ability. The message travels in a straight line of sight and is heard by all those included within a diameter of 30 feet plus 10 feet per level. The knight need not whisper; regardless of the tone or the volume of the wind, the message is clearly heard by the recipients. As long as there is a clear line of sight, the knight need not point to the recipient.

Notes: Restricted to Dragon Knights of Krynn (in the DRAGONLANCE setting) and those trained by them; common.

Dragon Scales (Abjuration)

Level: 6
Range: Touch
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 turn/level
Area of Effect: 1 creature
Saving Throw: None

This spell causes the body of the recipient to become completely covered with dragon scales, effectively raising the subject’s Armor Class by 2 for the duration of the spell; this modification is in addition to the subject’s normal Armor Class (for instance, if the subject’s AC is 6, dragon scales raises it to 4). Dragon scales also temporarily reduces the subject’s Charisma by 2 points.

The color of the dragon scales is the same as that of the scale used as the spell’s material component; however, the color has no other effect on the spell.

The material component of a spell is a scale from any dragon.

Notes: Rare spell.



Dragon Tongues — Dragon Knight (Alteration)

Level: 1

Range: 0

Components: V, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 30-ft. radius

Saving Throw: None



This spell bestows the same general language abilities as the 3rd-level *tongues* spell, but gives only knowledge of the languages spoken by dragons.

Notes: Restricted to Dragon Knights of Krynn (in the DRAGONLANCE setting) and those trained by them; common.

Dragonrage — Elf (Elven High Magic)

Level: 8

Range: 0

Components: V, S

Casting Time: 10

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell does not outwardly change the caster's appearance, but temporarily grants the caster the powers of a dragon of randomly determined type. When this spell is cast, roll 1d6 and refer to the following table to determine type. Then roll 1d8 to determine age.

Die Roll	Type
1-2	Copper
3	Brass
4	Bronze
5	Silver
6	Gold

Die Roll	Age
1	Juvenile
2	Young Adult
3	Adult
4	Mature Adult
5	Old
6	Very Old
7	Venerable
8	Wyrm

Once cast, the wizard gains the abilities of the chosen dragon type and age. These abilities are

Hit Die modifier (to each of the wizard's Hit Dice), combat modifier, fear radius, save modifier, Armor Class, attacks (including breath weapon), movement (including flight), and special attacks and defenses.

The additional hit points are the first ones lost by the wizard. Once they are gone, the wizard loses his own hit points normally.

While *dragonrage* is in effect, the caster also gains many of the personality traits of the appropriate dragon. A wizard becoming a brass dragon, for example, will be arrogant and egotistical while the spell is in effect, while a bronze dragon wizard will be inquisitive, humorous, and interested in warfare.

The material components of this spell are any type of dragon scale and a candle.

Notes: Restricted to elves able to cast elven High Magic; uncommon. Used for the defense of the elven homeland (for example, Evermeet Island).

Dragonshape (Alteration)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: Person touched

Saving Throw: None

This spell enables the caster or another being to take the form of a type of dragon the caster has personally seen. A specific individual dragon cannot be mimicked, including avatars of dragon deities. The spell can be cast on any person of 15th or higher level. Unless the person shares one alignment (ethos or moral) with the dragon form selected, the spell fails.

The person acquires all the powers of that type of dragon, including (but not limited to) innate spell-like abilities, immunities, magic resistance, breath weapon, fear aura, senses, movement, Armor Class, THAC0, and all physical abilities. Any age category up to adult can be chosen by the caster. An individual affected by the spell retains his own intelligence, but cannot cast any of his own memorized spells while in dragon form (though dragon spell abilities may become available). The person's own racial or magical abilities do not function in dragon form.

All items that are worn or carried will temporarily become part of the dragon form; they cannot be used and have no effect while the person is in dragon form. Items that have been set

aside can be worn or used by the dragon, so long as they can be used by the dragon (that is, manipulated with altered speech, claws, and so on—further, the item must either change size or be easily adapted to the dragon form).

The number of Hit Dice the dragon form has depends on the age and type of dragon. The change to dragon form requires a roll for hit points unique to the particular casting, which is not adjusted for Constitution or other factors. A character slain in dragon form remains a (dead) dragon. Parts taken from a slain *dragonshaped* individual spoil any magical operation they are used for.

Changing back to normal form can be done by the recipient at will and takes only a second; this ends the spell. Otherwise, the spell lasts one turn per caster level. The recipient's remaining hit points after the change will be proportional to the dragon form's remaining hit points (round fractions up). The individual must make a successful system shock check immediately after the change or be incapacitated for a full day.

Each time after the first that the spell is cast within any 10-day period, a system shock check to avoid death is required for the caster. Also, the recipient likewise checks upon each change, from human to dragon and from dragon to human, if the change to dragon form is made more than once in any 10-day period.

At the DM's option, mastering a dragon power sufficiently to use it in combat may require 1d3 rounds, if the recipient is unused to the shape of the particular dragon. Except for purely physical abilities such as flying, biting, and breathing, unmastered powers, including draconic combat maneuvers, can't be used effectively. Furthermore, to equal the skill of a true dragon in the use of draconic powers requires more practice than the duration of the spell will easily provide.

The material component is an incisor tooth from a great wyrm of the dragon type whose shape the recipient will assume. If available for sale at all, these might be had for 2,000 gp to 20,000 gp each, depending on the type and rarity of the dragon.

Notes: Very rare spell.

Draincone — Phaerimm (Evocation)

Level: 7
Range: 30 yds.
Components: V
Casting Time: 7
Duration: Special
Area of Effect: Cone, 10 ft. long, to 4-ft. radius
Saving Throw: None

This spell is an improved version of *dweomer vortex*, in which the drained spell energy does benefit the caster. The spell creates a shimmering conical field in midair, its small end towards the caster, and its circular open end of 4-foot-radius size. The draincone moves in response to the wielder's thought, floating freely through the air at a rate per round up to 6, so long as it does not strike solid barriers (which it doesn't affect, but can't pass through). If it encounters magical areas of effect, and waiting but not yet-triggered magical traps), it whirls, flashes, and "drinks" them.

Draincones cannot affect *antimagic shells*, or any *prismatic* spell of 5th level or higher. They have no effect on astral silver cords. They destroy, and are destroyed by, *globes of invulnerability* and lesser magical barriers upon contact.

A *draincone* is not ended or affected by its wizard casting other spells, or wielding magical items; it ignores all magic caused by its caster. A *dispel magic* spell collapses it while it absorbs the *dispel magic* spell.

A *draincone* can drain up to 12 spell levels: It can destroy twelve 1st-level spells, or any combination of spells up to a total of 12 spell levels, before vanishing in a harmless, spectacular whirl of winking lights. A spell that exceeds the limits of the cone is destroyed as it collapses.

When a *draincone* collapses, its caster receives all of the spell levels it has absorbed, to a maximum of 12, as energy that must be immediately used to "boost" a single existing memorized spell. The spell is augmented so that it will do damage, and take effect, as if cast by a wizard of 12 (or however many spell levels were drained) levels higher than the caster. If the caster has no spells memorized, or none that can be augmented in this way, the energy fades, and its benefit is lost.

Notes: Restricted to Phaerimm; common.

Drainoom — Phaerimm (Alteration)

Level: 9
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: Until caster's death
Area of Effect: Special
Saving Throw: None

This deadly variant of the *lifedrain* spell "leapfrogs" out of control, recasting itself at random intervals, draining nearby magic to do so (which is why some areas of both the Anauroch desert and the Myth Drannor ruins are "magic-

dead," drinking the magical energy of magical items brought into them).

The spell destroys liquid water (not ice) outside the bodies of living things, in a succession of 70-foot-radius spheres. The first sphere is centered on the caster, and the spell will cast itself again 2d12 times, at random locations within 1 mile of the original casting site. No one can control where these later castings will occur, or when: the second always occurs 1d4 days after the first, the third 1d12, the fourth 2d20, and all subsequent spontaneous castings are d100 days after the previous one.

These spontaneous castings require no caster or material components. They always drain any magical items within their area of effect (saving throws vs. "disintegrate" apply, to avoid this draining) when forming.

Water cannot fall into, form within, condense within, or flow into the spherical area of spell effect. Living creatures find conditions in the area uncomfortably dry; for each turn spent there doing anything more than resting, a creature loses 1 hit point due to dehydration. Plants can't grow in a drain-doom field and desert-like conditions soon occur.

A *drain doom* can't be affected by *dispel magic* or by water magics: only a *limited wish* spell cast on either the original casting site, or the site of the most recent spontaneous recasting will halt it. A properly worded *wish* spell can also end the spell. Otherwise, its effects last and continue until the moment of the caster's death.

Casting a *drain doom* permanently drains 1d12 + 1d4 hit points from the caster. If this drain kills the caster, the *drain doom* takes effect only at two sites: the place of casting and one "jump." The effects last for one year from the moment of the caster's death.



The material components of this spell are a piece of bone and a fire of any sort and size. The bone is placed in the flames during casting, and both are consumed in a flash by the spell. The spell's area of effect is centered on the caster.

Notes: Restricted to phaerimm; common.

Dramatic Death, Malraz's

A MYSTARA setting spell, aka Malraz's dramatic death.

Draw Forth the Truth

A MYSTARA setting spell, aka Emirikol's question.

Drawmij's Adventurer's Luck

(Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 turns

Area of Effect: Creature touched

Saving Throw: None

This spell bestows upon the touched creature a special form of luck. For the duration of the spell, the recipient of this magic can act as though he was holding a *luckstone* and using its magical effects. The material component is 5,000 gp worth of ruby dust sprinkled over the creature's head; this vanishes after the spell expires.

Notes: Uncommon spell (*WoG*).

Drawmij's Beast of Burden

(Alteration)

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 hrs./level

Area of Effect: 1 mount

Saving Throw: None

This spell partially lightens goods placed upon a single mount. The effective encumbrance of all objects on the mount, including riders, is reduced by half, in effect doubling the amount of weight the mount is able to carry.

A mount that suddenly finds itself carrying one-and-one half its maximum load without the spell's protection cannot walk, slowly sinks to the ground, and stands a 50% chance of going lame. A mount suddenly burdened by twice its maximum load collapses to the ground, suffering 1d6

points of damage and automatically going lame.

The material components are a lodestone and pinch of metal filings.

Notes: Uncommon spell (*WoG*).

Drawmij's Beneficent Polymorph (Alteration)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell endows the touched and willing creature with all the benefits of a *polymorph self* spell. The creature affected does not need to make a system shock roll to survive. While the first form taken by the creature is chosen by the caster, the creature is totally in control of its form changes for the remainder of the spell's duration, and can change form as often as it wishes, abiding by all the limitations of the *polymorph self* spell. The spell does not bestow any special abilities of a polymorphed form. The spell does not affect the creature's mental state in any way. When the creature returns to its original form, 1d12 hit points are restored and the spell ends.

The material component of the spell is a soft, silk caterpillar cocoon.

Notes: Uncommon spell (*WoG*).

Drawmij's Breath of Life (Alteration)

Level: 2

Range: 100 yds.

Components: V

Casting Time: $\frac{1}{2}$

Duration: 5 turns

Area of Effect: 1 creature/level

Saving Throw: None

With the power of this spell, the wizard can endow one or more creatures within range with sufficient endurance to hold their breath for five full turns. Affected creatures cannot drown or be subject to the effects of inhaled gases while holding their breath. The caster can bestow the spell upon one creature for every level of experience. The spell is only one word long, and has no somatic or material components, so the wizard can cast the spell quickly in an emergency.

Notes: Uncommon spell (*WoG*).



Drawmij's Flying Feat**(Alteration, Enchantment)
(Artifice)**

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 turns/level

Area of Effect: 1 object

Saving Throw: None

This special flying spell is not cast upon a creature but an object. The enchanted object gains the power to fly up to 180 feet per round under the caster's direction. A broom, chair, table, carpet, wagon, or hut could all be made capable of flight. The spell can affect up to 50 lbs. per level of the caster, and the object can carry twice that amount of weight in passengers or freight if the object is large enough and sufficiently strong to support the weight under normal circumstances. An 18th-level wizard could lift a 900 lb. boat and up to 1,800 lbs. of cargo, for example. The caster must concentrate upon the flying object to direct its motion and maintain its flight. If the caster is knocked unconscious, stunned, or slain while directing the flying object, the object will immediately begin to plummet earthward as a falling object.

The material component is a wing feather taken from a roc.

Notes: Uncommon spell (*WoG*).

Drawmij's Handy Timepiece**(Conjuration/Summoning)**

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: The caster

Saving Throw: None

After this spell is cast, the next spell cast by the same caster is timed. A small golden gong appears in front of the caster and softly chimes a warning one minute (i.e., 1 round) before the spell ends. This magic only works with spells with a duration less than 48 hours. To cast the spell, the wizard must collect a feather from a migratory bird, a fruit fly, a few grains of sand, a solid silver pendulum worth 100 gp, and a solid gold orb of exquisite craftsmanship worth 5,000 gp; all but the last vanish with the end of the spell.

Notes: Uncommon spell (*WoG*).

Drawmij's Instant Exit**(Alteration, Conjunction)
(Dimension)**

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: Creates 1 portal

Saving Throw: None

This spell enables the wizard and others to use a limited and risky form of teleportation. When the spell is cast, a door suddenly appears on a wall or other flat surface within 3 yards of the caster. The caster and as many others who can pass through the door in one round (usually 10 persons or creatures in the round the exit is open) can enter into a zone of nil-space by passing through the doorway. When the door is closed behind by the wizard, the wizard and all those with him in the nil-space zone are teleported to a random location within 250 yards of the door. If the door is not closed before the end of the spell's duration, then the door slams shut automatically at the end of the round. The door disappears when closed by the wizard or after it shuts itself.

The party has no control over where they will be teleported, and there is always a 5% chance the spell will malfunction and dump the party into the Ethereal Plane.

The material component is a miniature silver door decorated with ruby chips worth 500 gp that vanishes after the spell is cast.

Notes: Uncommon spell (*WoG*).

Drawmij's Instant Summons**(Conjuration/Summoning)****(Dimension)**

Level: 7

Range: Infinite + special

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 small object

Saving Throw: None

When this spell is cast, the wizard teleports some desired item from virtually any location directly to his hand. The single object can be no longer in any dimension than a sword, can have no more weight than a shield (about eight pounds), and must be nonliving.

To prepare this spell, the wizard must hold a

gem of not less than 5,000 gp value in his hand and utter all but the final word of the conjuration. At some point in the future, he must crush the gem and utter the final word. The desired item is then transported instantly into the spellcaster's right or left hand, as he desires.

The item must have been previously touched during the initial incantation and specifically named; only that particular item is summoned by the spell. During the initial incantation, the gem becomes magically inscribed with the name of the item to be summoned. The inscription is invisible and unreadable, except by means of a *read magic* spell, to all but the wizard who cast the summons.

If the item is in the possession of another creature, the spell does not work, and the caster knows who the possessor is and roughly where he, she, or it is located when the summons is cast. Items can be summoned from other planes of existence, but only if such items are not in the possession (not necessarily the physical grasp) of another creature. For each level of experience above the 14th, the wizard is able to summon a desired item from one plane farther removed from the plane he is in at the time the spell is cast (one plane away at 14th level, two planes away at 15th, etc.). Thus, a wizard of 16th level could cast the spell even if the desired item was on the second layer of one of the Outer Planes, but at 14th level the wizard would be able to summon the item only if it were no farther than one of the Inner Planes, the Ethereal Plane, or the Astral Plane (see the *PLANESCAPE Campaign Setting* boxed set). Note that special wards or barriers, or factors that block the *teleport* or *plane shift* spells, can also block the operation of this spell. Objects in *Leomund's secret chest* cannot be recovered by using this spell.

If the item is *wizard marked*, it can be summoned from anywhere on the same plane unless special local conditions apply. Furthermore, the details of the location of the item are more specific, and the item is more easily traceable with other types of scrying magic.

Notes: Common spell (*PHB*).



Drawmij's Iron Sack (Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 6 hrs. + 2 hrs. level

Area of Effect: 1 sack

Saving Throw: None

This spell will provide greater protection for the contents of one normal sack or backpack. An affected sack is protected as if the interior were completely lined with inch-thick solid steel, although the sack becomes no heavier or less flexible. The sack makes its saving throws against physical or magical damage as if made of *hard metal*, with an additional +2 bonus to the saving throw. Items within the sack check only if the sack fails its saving throw.

The material component is a strip of leather with iron mail sewn on one side.

Notes: Uncommon spell (*WoG*).

Drawmij's Light Step (Alteration) (Song)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 5 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell gives a creature a very limited form of levitation. The creature walks normally over any surface, but walks so lightly that no tracks are left behind. If the creature breaks into a charge or runs the spell ends immediately.

The creature can also move across a fluid as well as a solid surface, but the movement rate is reduced to one-half the creature's normal walking rate, as the creature must step carefully. The *light step* spell will not enable a creature to walk across turbulent water or ocean waves, however, since the chaotic motion of the fluid disturbs the levitation field. The spell actually makes the creature unable to activate pit traps. It doesn't allow the creature to leap higher or jump safely from a cliff, only to walk with a lighter step. This spell will also increase the movement rate of the creature by 50% for the duration of the spell.

The material components are a bit of fur taken from a cat's paw and a duck's feather.

Notes: Uncommon spell.

Drawmij's Marvelous Shield

(Evocation)

Level: 3
 Range: 0
 Components: V, S
 Casting Time: 3
 Duration: 1 turn/level
 Area of Effect: The caster
 Saving Throw: None

This spell is an improved version of the 1st-level *shield* spell. The *marvelous shield* will protect the caster against attacks from all sides, including the rear and above, provided the wizard is aware of the attack. A surprise attack will completely dispel the protection of the *marvelous shield*. The protection afforded by the spell is an increase of 2 against all attacks, so the improved shield acts as AC 0 against hand-hurled missiles, AC 1 against device propelled missiles, and an Armor Class of 2 against all other attack forms.

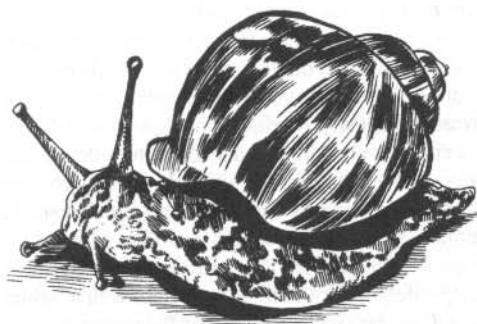
Notes: Uncommon spell (*WoG*).

Drawmij's Merciful Metamorphosis

(Alteration)

Level: 6
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 6
 Duration: Permanent
 Area of Effect: 1 creature
 Saving Throw: Neg.

Drawmij developed this spell as a merciful way to get rid of an adversary. The spell polymorphs an opponent into another creature as does the *poly-*



morph other spell, but the target's saving throw vs. polymorph is made at a -2 penalty. The target can be polymorphed only into a natural animal no larger than a typical herd beast. The polymorphed creature does not need to make a system shock roll to survive the spell. The polymorphed creature immediately assumes the mental state of the animal, forgetting all knowledge of its previous self. The animal does not radiate magic or the creature's original alignment aura, so there is little evidence the animal was anything other than what it appears to be now.

If returned to its original form by a *dispel magic*, *limited wish*, or *wish*, the creature will be quite bewildered, suffering the effect of a 4th-level *confusion* spell for 2d4 rounds. After the confusion passes, the creature gradually recovers its previous knowledge and memories over a period of 1d4 days.

The material component is a cocoon soaked in a balm of honey, powdered yellow-white moss agate worth 500 gp, and powdered emerald worth 700 gp, all of which vanish with the casting of the spell.

Notes: Uncommon spell.

Drawmij's Protection from Nonmagical Gas

(Abjuration)

Level: 4
 Range: 0
 Components: V, S, M
 Casting Time: 2
 Duration: 5 rds./level
 Area of Effect: 20-ft. radius sphere
 Saving Throw: None

This spell creates a volume of space 20 feet in radius about the caster, within which all creatures are protected from the effects of all nonmagical gases, fumes, and smoke. All natural gases that touch the edge of the sphere of protection are dispersed. The air within the sphere always remains clean, fresh, and replenished with oxygen, so those within the sphere will not suffer from lack of oxygen if the air outside is contaminated or its oxygen consumed by fire. The spell will not work underwater or in a vacuum. The sphere moves with the caster. It is dispelled if touched by magical gases or if the caster moves using magical means.

The material components are a fan and a small vial containing perfume worth at least 100 gp. Both vanish after the spell is cast.

Notes: Uncommon spell (*WoG*).

Drawmij's Scent Mask (Illusion/Phantasm)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 1 creature/level

Saving Throw: Special

This spell will conceal all odors emanating from a creature for the duration of the spell. If cast upon the wizard or another person, that person cannot be detected by scent.

The recipient of this spell cannot be tracked by an animal or being that uses its sense of smell to track, such as a bloodhound. If cast upon a creature that uses its odor as a weapon or form of defense, the spell negates the odor if the creature fails a saving throw vs. spell. The musky odor of a skunk or wolverine or the stench of a troglodyte could be suppressed by the spell. A maximum of ten creatures can be affected by the casting.

The material component is a scentless flower.

Notes: Uncommon spell (*WoG*).

Drawmij's Swift Mount (Alteration) (Song)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 hrs. + $\frac{1}{2}$ hr./level

Area of Effect: 1 mount/two levels

Saving Throw: None

This spell will double the movement rate of any mount that runs, swims, or flies for the duration of the spell. After the spell expires, the mount is completely exhausted and refuses to move any farther for 24 hours. The spell will in no way increase the amount of weight a mount can carry. The maximum encumbrance limit for the mount is unaffected. Overloading the mount beyond its limit automatically negates the spell. *Drawmij's beast of burden* cannot be combined with *swift mount*. In this case both spells are negated.

The material component for the spell is a hare's foot or a bit of fur from a cheetah.

Notes: Uncommon spell (*WoG*).



Drawmij's Tool Box (Conjuration/Summoning) (Artifice)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This useful spell permits the wizard to temporarily acquire one to ten tools when needed. The object or objects conjured can be as much as 20 pounds of goods. The caster can continue exchanging items for new items throughout the duration of the spell. The caster can conjure a hammer and chisel in the first round, exchange them for a saw in round five, trade the saw for a pry bar in round eight, and so on. Only nonliving matter can be conjured. The tools cannot be taken more than 100 yards away from the box. The box is immovable and only the caster can take tools from it. The only tools that can be taken from the box are things that a carpenter or builder might have. Things that shouldn't be taken from the box include: thief tools, wax key blanks, ball bearings, magical weapons, and gem cutter blades. Things that might be in a skillful carpenter's box include: rope, skeleton key, huge hammers and metal stakes, large canvas sheets, nets, and sand.

The material component is a miniature wooden tool box.

Notes: Uncommon spell (*WoG*).

Dread Whisper

(Enchantment/Charm)

Level: 4
 Range: 10 yds.
 Components: V
 Casting Time: 4
 Duration: 1 hr./level
 Area of Effect: 1 creature
 Saving Throw: Neg.



This spell can be used only by wizards of non-good alignments. When cast, the wizard speaks of some terrible fate that will befall the creature if he doesn't completely ignore the casting wizard. The creature must be able to understand the caster's language or the spell fails.

The creature, if failing a saving throw vs. spell, will be unable to talk to, look at, or even think about the wizard for the duration of the spell. Upon mention of the wizard, the creature will be wracked with unimaginable terrors and assailed by all manner of horrid visions regarding his death.

This spell is most often used to keep someone from speaking of the wizard's presence, such as if the wizard were spotted entering a place he had no business being. It can also be used to keep someone from revealing secrets about the wizard and is very good at causing individuals to leave the wizard alone.

Notes: Common in arabian settings; otherwise very rare.

Dream

(Invocation, Illusion/Phantasm)
 Reversible

Level: 5
 Range: Touch
 Components: V, S
 Casting Time: 1 turn
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: None

The *dream* spell enables the caster, or a messenger touched by the caster, to send messages to others in the form of dreams. At the beginning of the spell, the caster must name the recipient or identify him by some title that leaves no doubt as to his identity.

As the caster completes the spell, the person sending the spell falls into a deep trancelike sleep, and instantaneously projects his mind to the recipient. The sender then enters the recipi-

ent's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the message sender can choose to remain in the trancelike sleep. If the sender is disturbed during this time, the spell is immediately cancelled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless, both physically and mentally (i.e., he always fails any saving throw) while in the trance.

Once the recipient's dreams are entered, the sender can deliver a message of any length, which the recipient remembers perfectly upon waking. The communication is one-way; the recipient cannot ask questions or offer information, nor can the sender gain any information by observing the dreams of the recipient. Once the message is delivered, the sender's mind returns instantly to his body. The duration of the spell is the time required for the sender to enter the recipient's dream and deliver the message.

The reverse of this spell, *nightmare*, enables the caster to send a hideous and unsettling vision to the recipient, who is allowed a saving throw vs. spell to avoid the effect. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day. A *dispel evil* spellcast upon the recipient stuns the caster of the nightmare for one turn per level of the cleric countering this evil sending.

Notes: Common spell (PHB).

Dream Globe

(Divination)

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 24 hrs.
 Area of Effect: Creature touched
 Saving Throw: Neg.

This spell traps the subject inside a sphere of magical energy. The wizard utters the final word of the incantation, then reaches out and touches the target creature; a successful attack roll is required if used in combat. A successful saving throw vs. spell negates the spell. If the spell is used during combat, the saving throw has a +2 bonus, unless the subject is immobilized or magically held. A sleeping subject has a saving

throw penalty of -4.

If the saving throw is failed, then the subject is caught in a sphere of force that resembles the effects of *sepia snake sigil*. The subject remains floating in the sphere in a dreamlike state until the spell ends.

The wizard can try to pry information from the trapped creature once per hour, and such questioning requires all the wizard's concentration. For each question the wizard asks, the subject is allowed a saving throw vs. spell to resist the delvings of the wizard. The DM may assign penalties or bonuses to the roll based on the character's willingness to divulge such information. Certain spells and magical items, such as *mind blank* or an *amulet of proof against detection and location*, make an encapsulated creature immune to interrogation.

The spell can be recast on a creature already englobed to continue the effects beyond the 24-hour period. This allows the subject an unmodified saving throw vs. spell.

The subject can be released in two ways. The spell ends when 24 hours have elapsed. In this case the subject is groggy and incoherent for 1d4+1 rounds. The second way is to shatter the globe itself. If struck by any hard object, the globe shatters if it fails an item saving throw vs. crushing blow. The sudden collapse of the globe renders the subject unconscious for 4d4+4 turns.

The material components for this spell are a crystal sphere (crushed during the final phase of the casting) and a piece of amber.

Notes: Uncommon for diviners and Dream images; otherwise very rare.

Dream Vision

(Invocation)
Reversible

Level: 4
Range: 0
Components: V, S, M
Casting Time: 1 turn
Duration: Special
Area of Effect: 1 creature
Saving Throw: None



By means of this spell, the wu jen is able to send messages to others in the form of dreams. At the beginning of the casting, the wu jen names whom the message is for. The caster must know the identity of the recipient or identify him by some title that leaves no question as to whom is intended. For example, the wu jen could send a dream to the governor of Changtai Province, even

if he has never met the man, since there is only one governor of that province. However, he could not send a dream to the sake-maker of a village in that province, since there might be several sake-makers in that village.

Upon completing the physical casting of the spell, which requires but a turn, the wu jen falls into a deep, trance-like sleep. At this point his spirit leaves his body and travels instantaneously to the subject. Thereupon, the wu jen is able to enter the dreams of the subject and deliver his message unless the subject is magically protected from spirits. If the subject is awake when the spell is cast, the wu jen can choose to return to his trance-like sleep until the recipient goes to sleep or he can cancel the spell. The wu jen does not learn anything about the current activities or whereabouts of the subject, only whether he is asleep or awake.

Once the wu jen enters the dreams of the subject, he can deliver a message of any length desired, which the recipient remembers perfectly upon awakening. The communication is one way—the subject cannot offer information or ask questions of the wu jen. Neither can the wu jen gain any information by observing the dreams of the recipient. Once the message is delivered, the wu jen's spirit returns instantly to his body. If the body is disturbed in any way while using this spell, the wu jen's spirit becomes lost. The body remains in its comatose state until some means is found to rejoin the wu jen's spirit with his body, such as a *restore* spell.

The duration of this spell is the amount of time required for the wu jen to enter into the dreams of the other and then deliver the message. Thus, the duration could be as short as one round or as long as several hours.

The reverse of this spell, *nightmare vision*, allows the wu jen to send a hideous and unsettling vision to his victim. The identity of the victim must be known as stated above and the victim must be asleep. This nightmare prevents restful sleep and causes the victim to lose 1d10 hit points. Since the victim has not rested, he is fatigued as if he had not had the night's sleep and is unable to regain spells. The victim is allowed a saving throw vs. spell to avoid the effects of the nightmare.

The material component for this spell is a bowl of incense.

Notes: Common in oriental settings; otherwise very rare.

Dreamspeak

Aka Detho's delirium.

Drenal's Amok Needles

(Enchantment/Charm)
(Artifice)

Level: 3

Range: 100 yds.

Components: V, S, M

Casting Time: 1

Duration: 5 rds.

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the caster throws one or more large needles into the air and points at the desired target. The needles then dart toward the target and start poking the victim. The needles inflict 1-2 points of damage each per round. If the creature moves, the needles move with it, but they will not pass out of the range of the spell. If the range is exceeded, the needles fall directly to the ground, and the spell is ended. Any magical protection, such as *shield* or *armor* (or *protection from evil* if the caster is evil) requires each needle make an attack roll to hit the target, as if the caster were attacking.

The caster can enchant one needle for every three levels, with a maximum of four needles. Once the spell is cast the caster no longer needs to concentrate on the spell.

The needles must be 5 inches long and made of a light metal alloy (requiring substantial effort to make—25 gp each). They must be stored in a container of magical liquid. The liquid used to cover the needles costs another 25 gp to manufacture and must be replaced each month. The needles can be re-used if they are recovered.

Notes: Very rare spell. Known to be in *Drenal's Notes*.

Drenal's Annoying Poke

(Enchantment/Charm)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 turn + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

To cast this spell the caster must chant the verbal component and poke the victim with a 3- to 4-inch sewing needle. This attack does one point of

damage. From that point on, whenever the creature sees the caster make a thrusting motion, it feels as if it has been poked again.

This is at first annoying. Each time the thrust is made by the caster, the victim takes one hit point of damage. If zero hit points is reached, the victim faints and awakens in 1d4 rounds.

After three pokes, a creature of Intelligence 10 or less must make a successful saving throw vs. spells or be driven to *panic* (50%) or *rage* (50%). Panic causes the victim to run in the path of least resistance for one round. Rage causes the subject to try to assault the caster at any cost short of fighting to the death.

The material component for this spell is a long sewing needle.

Notes: Very rare spell. Known to be in *Drenal's Notes*.

Drenal's Distraction

(Enchantment/Charm)

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell distracts the subject from what it is doing, by focusing its attention on the caster. The creature to be distracted must be able to clearly see the caster. A creature with more than 6 Hit Dice is immune to the spell.

A target creature that fails a saving throw vs. spell momentarily stops paying attention to its surroundings until the end of the round after the spell is cast. In that round, the creature loses initiative, all attacks, Dexterity and shield bonuses to Armor Class, and cannot perform spellcasting or any other activity that requires the creature to think. Hence, the creature could swallow if liquid were poured into its mouth, but could not itself grab and imbibe a potion.

The component for this spell is a stick with a brightly colored piece of cloth attached to the top. This is thrust from side to side in the air while the verbal component is spoken.

Notes: Very rare spell. Known to be in *Drenal's Notebook*.

Drenal's Dry Ink**(Enchantment/Charm)**
(Alchemy, Geometry)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 wk. + 1 day/level

Area of Effect: 1 ink vial and quill pen

Saving Throw: None

When this spell is cast, it will render one vial of ink dry (the ink takes a powdery form) for the duration of the spell. It also simultaneously enchantments a quill pen so that it can write with the dry ink as if it were liquid (and when touched on the paper, the ink will change back to a liquid, but won't smear). This spell can be used to enchant only a single vial of ink and quill per casting.

The material components for this spell include a vial of ink, a feather quill, and a pinch of powdered coal. This spell prevents a shattered, broken, or spilled bottle of ink from ruining other materials such as spellbooks, treasure maps, clothing, etc.

Notes: Very rare spell. Known to be in *Drenal's Notebook*.

Drenal's Eyesore**(Enchantment/Charm)**

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

By casting this spell, a red-hot needle is enchanted to dart at the target's eye. The target creature must make a successful saving throw vs. spell or be afflicted by the dweomer. The needle causes the creature to take 1d4 points of damage and to drop to its knees from excruciating pain for 1d4 rounds. During this time it can defend itself, but with a -2 penalty to Armor Class, and cannot attack in any way.

Creatures of large or greater size and 6 or more Hit Dice are 50% likely to become *enraged*, attacking at twice the normal rate and with a +2 bonus to hit and damage for 2d4 rounds. If such a creature does not become enraged, it can still physically attack any creature within range at a -2 penalty to hit and a +2 bonus to damage.

The material components for this spell include

a gray tallow candle and a 4- to 5-inch needle of the finest metal (at least of 10 gp value). The candle is lit and used to heat the needle. When the needle is heated to the point at which it can no longer be held, it is released to dart toward the victim. The needle used in this spell cannot be tainted in the solution used in the casting of *Drenal's amok needles*.

The flagrant and malignant use of this spell could be an evil act, with consequences. Drenal used this spell only as a last resort.

Notes: Very rare. Known to be in *Drenal's Notebook*.

Drenal's Sound Barrier**(Enchantment/Charm)****(Song)**

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 turn + 1 rd./level

Area of Effect: 10 x 10 ft. pane/level

Saving Throw: None

This spell creates a transparent barrier through which no sound can pass. When this wall is placed so as to block an entire portal, passage, or hole, no sound can pass from one side to the other. The *sound barrier* must be anchored to four surfaces. The desired effect is possible only when the entire passage is covered, and sounds will not easily travel through the surrounding walls. The barrier can be horizontal or vertical.

The casting of this spell involves sticking small soft clay mounds that have feathers stuck in them, in two corners of the area to be blocked (such as the corners where a door meets the floor), to form a base for the barrier.

Notes: Very rare spell. Known to be in *Drenal's Notebook*.

Drenal's Stone Flame**(Enchantment/Charm)****(Alchemy)**

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 rd. + 1 rd./level

Area of Effect: 1 open flame

Saving Throw: None

When this spell is cast upon an open flame no

larger than that of a torch or very small campfire, the flame is turned into an orange stone, holding the size and shape of the flame at the time of casting. The stone flame remains attached to the torch or ground as if it were a part of it. The stone gives off illumination as if it were flame, but no heat. It will return to flame at the end of the duration. If the stone is shattered, the flame is extinguished.

The material component for this spell is a mix of fine sand and sugar, which is sprinkled in the air as the caster chants the verbal component and points at the desired open flame.

Notes: Very rare spell. Known to be in *Drenal's Notebook*.

Drought

Reversed form, see ice blight.

Drought — Hishna

(Alteration)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 100 yard square/level

Saving Throw: None

This spell requires a full hour of concentration on the part of the caster, and must be performed in the center of the area to be affected. Upon completion of the casting, the area begins to dry out—if it was swamp or marsh, the water drains away; if it was field or forest, the ground withers to dust, and all vegetation perishes within a few days. Drought cast on an area with more than a foot of standing water will have no effect—the water drains away, but other water flows in to take its place. The magical drought lasts until natural or magical changes in the weather bring on rain. A *dispel magic* spell is effective only if completed successfully before the casting time of the *drought* spell has elapsed.

The material component of the spell is the dried foot of a desert rat.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Drowsy Insects

(Conjuration/Summoning)

Level: 1

Range: 6 yds.

Components: V, S, M

Casting Time: 1 rd.



Duration: Instantaneous

Area of Effect: 5-ft. cube/level

Saving Throw: Neg.

This spell summons a small cloud of stinging and biting insects anywhere desired within the spell range. These insects swarm around all those in the area of effect, unless the victims are protected by fire, cold, or smoke.

Although the stings and bites cause no damage and are hardly felt, all those swarmed must make a saving throw vs. poison. If the save is successful, the spell has no effect on that creature. If the saving throw is failed, the creature instantly falls into a light slumber and remains asleep for 2d6 rounds unless awakened.

The victim wakes up when shaken, struck, or otherwise disturbed. Loud noises such as fighting have a 50% chance of awakening the individual. Actions such as shouting in his ear certainly will.

The material component for this spell is a live honeybee or stinging insect.

Notes: Common in oriental lands; otherwise very rare.

Drums of Despair, Otto's

See Otto's drums of despair.

Dry Ink, Drenal's

See Drenal's dry ink.

Due North

(Divination)

(Geometry)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: The caster

Saving Throw: None

This divination provides the caster with an unerring ability to determine which way is true north. The spell indicates polar north as opposed to magnetic north, should they differ, and operates in any environment or setting. If the caster happens to be in the southern hemisphere, the spell instead indicates true south—the caster can sense which pole is indicated.

Notes: Uncommon for diviners or geometers; otherwise very rare. Known to be in *Prismal's Pocket Library, Vol. I.*

Duhlark's Animerge**(Alteration)****Reversible**

Level: 6

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 2 creatures

Saving Throw: None

A highly specialized form of *polymorph other*, this spell allows the caster to fuse two creatures together into one unique, amalgamated form, allowing a number of traits from each creature to remain dominant in its new singular form. This spell will not work on any animals that have special magical adaptations such as plane shifting powers or fire breath. If the spell is used on such creatures, both animals must save vs. death magic or perish due to the spell conflicting with their innate magics.

The altered creature acquires the following basic traits from one or the other of the animals involved in the merge: Body shape, size, movement modes, speed, diet, intelligence, attack modes, defense modes, special attacks, special defenses, and Armor Class. If the caster is a transmuter (specialist wizard of alteration magics), the caster can request which traits are adopted in the new form; if not, the creature created is randomly determined by the DM.

When the spell is cast, both animals must be within twenty feet of each other. The final animerged creature will emerge in the former location of the larger animal. Both animals must make system shock rolls to survive the transformation (60% chance); if one fails, the spell fails and the other must save vs. death magic to survive. If a caster attempts to merge opposing-blooded creatures (warmblooded birds and mammals vs. coldblooded reptiles and insects), the survival chance drops to 40%. Should either creature have an Intelligence greater than semi-intelligent (2-4), there is a 75% chance that the creature's mind will shatter, creating an uncontrollable mad animal. The creature will use every physical ability it has to escape and attack anything that moves, perceiving movement as something causing it pain. The creatures are 99% unlikely to breed true unless the magic has been sealed with a *permanency* spell.

Special Notes: Evil NPCs have used this spell to create the Broken Ones (see the *MONSTROUS MANUAL* Tome)

The reverse, *Duhlark's separation*, reverses

Duhlark's animerge. It will not function on offspring of a magical merging that has bred true. The component animals must survive the same system shock as when originally merged—those that survive are apparently normal in every way.

Notes: Restricted to Duhlark and his apprentices; very rare.

Duhlark's Glassremove

Reversed form, see Duhlark's glasstrike.

Duhlark's Glasstrike**(Alteration)****Reversible**

Level: 6

Range: 40 yds. + 2 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 hr./level

Area of Effect: 5-ft. radius globe

Saving Throw: Neg.

When cast, the *glasstrike* alters all living and nonliving material to glass for the duration of the spell, making the target quite vulnerable to shattering and breaking. Curiously, this spell doesn't affect magical items; an individual could be turned to glass but still be wearing functional *plate mail +2* and a *ring of the ram*. Living beings under the effects of the spell are unaware anything has happened and are effectively in stasis during the spell's duration; if the caster is a transmuter (and particularly cruel), he can allow living recipients of the spell to remain conscious and aware of their fragile fate. Any material turned to glass can be affected by such spells as *glassteel* or *permanency*. The spell can be canceled by a reverse casting of the spell or by *dispel magic*.

The reverse of the spell is called *Duhlark's glassremove*. Its only function is to negate a previously-cast *glasstrike* spell.

Notes:

Restricted to Duhlark and his apprentices; very rare.



Duhlark's Glasstrike Trap**(Alteration)
Reversible**

Level: 6
 Range: 40 yds. + 2 yds./level
 Components: V, S, M
 Casting Time: 4
 Duration: 1 day/level
 Area of Effect: 5-ft. radius globe
 Saving Throw: Neg.

This is an alternative form of *Dulark's glassstrike* that is cast on a glass surface. The spell remains viable but unactivated, for up to 24 hours per caster level. If an object or creature comes into contact with (or within 2 feet of) the enspelled surface in accord with a condition set by the caster, the *glassstrike* spell takes effect as normal.

The caster chooses the parameters of the spell trigger in terms of the type of being (for example, the caster could generally specify "the spell will be triggered by the touch of a living creature" and have a yard full of glass squirrels, or "the spell activates if a humanoid touches it," saving the wildlife from a glassy fate) or material ("the spell will activate if leather contacts this window," "all metals will trigger the spell"). If a material is mentioned in the casting, only the specified material is affected, making it possible for a thief to shatter her armor while breaking in through a window or a glassy spy to fall to his death, leaving some nice magical items behind. This spell can be countered by *Duhlark's glassremove*.

The material component for this spell is some sand or a small piece of glass.

Notes: Restricted to Duhlark and his apprentices; very rare.

Duhlark's Long Reach**(Alteration, Conjuration/Summoning)**

Level: 4
 Range: 25 yds. + 5 yds./level
 Components: V, S, M
 Casting Time: 7
 Duration: 5 rds./level
 Area of Effect: Creates 1 arm
 Saving Throw: None

This spell creates a magical arm out of materials present in the area of effect. The arm can form from any surface—for example, from a wall or from the ground—creating a large arm of wood, packed dirt, or stone. The arm can be normal man-sized or it can be up to gargantuan size (3 feet long, plus the caster's level in feet maximum). Once formed, the

long reach arm is rooted to its original creation point and limited to its specific size.

Its primary purpose is to grab and hold objects, persons, or creatures. It grabs at a creature selected by the wizard, attacking with the wizard's THAC0 and a +2 bonus. It holds any prey grasped with the equivalent of 19 Strength, regardless of size. The arm can punch down walls and doors (striking like a battering ram) and it can make an attack roll to punch opponents for 2d6 points of damage. Like *spectral hand*, touch-delivered spells cast by the controlling wizard can be projected through an existing magical arm.

The magical arm is under the control of the caster and can be used for purposes beyond capture and attack; the caster cannot, while controlling the arm, perform any other actions. If the wizard performs any other activity, the arm freezes in its last position until the wizard exerts control.

If created of wood, the arm has an AC of 4, while a stone arm has an AC of 0; the arm's hit points are equal to the wizard's. The arm collapses back into its raw material and disappears when it is reduced to 0 hit points.

While created by Duhlark the Transmuter, a wizard of Waterdeep, this spell is known for its use by watch-wizards and is often referred to as the "Long Arm of the Law." In the hands of the watch-wizards, this spell performs many functions, like catching fleeing felons, battering down doors, halting runaway wagons, tossing Dock Ward rowdies into the harbor, and even stretching to rescue children trapped in burning buildings before pulling the burning wreck down. Duhlark is proud to see his spell in good use, but he grows furious if people don't use its "proper title, not a populist caricature of a name!"

The material components for the spell are a small piece of wood or stone and a pinch of sulphur.

Notes: Restricted to Duhlark, the Wizard's Guild, and the Watch of Waterdeep; common.

Duhlark's Separation*Reversed form, see Dulark's animerge.***Dune — Old Empire
(Conjuration)**

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 4
 Duration: 1 hr./level
 Area of Effect: Creates 1 sand dune
 Saving Throw: None

When this spell is cast, the wizard creates a magical sand dune that can carry one man-sized creature per two levels of experience of the caster through any sandy area (for example, three creatures at 7th level, four at 8th and 9th level, five at 10th and 11th, and so on). This dune can move at a rate of 4 per level of the spellcaster but only through sandy areas. It has a maximum movement rate of 48.

The material component for this spell is a pinch of sand.

Notes: Uncommon spell. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Duo-Dimension

(Alteration)

(Dimension, Shadow)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 3 rds. + 1 rd./level

Area of Effect: The caster

Saving Throw: None

A *duo-dimension* spell causes the caster to have only two dimensions, height and width, with no depth. He is thus invisible when turned sideways. This invisibility can be detected only by means of a *true seeing* spell or similar methods. In addition, the duo-dimensional wizard can pass through the thinnest of spaces as long as these have the proper height—going through the space between a door and its frame is a simple matter. The wizard can perform all actions normally. He can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round.

Note that when turned, the wizard cannot be affected by any form of attack, but when visible, he is subject to double the amount of damage normal for an attack form; for example, a dagger thrust would inflict 2d4 points of damage if it struck a duo-dimensional wizard. Furthermore, the wizard has a portion of his existence in the Astral Plane when the spell is in effect, and he is subject to possible notice by creatures there. If noticed, it is 25% probable that the wizard is pulled entirely into the Astral Plane by any attack from an astral creature. Such an attack (and any subsequent attack received on the Astral Plane) inflicts normal damage.

The material components of this spell are a flat ivory likeness of the spellcaster (which must be

of finest workmanship, gold filigreed, and enamored and gem-studded at an average cost of 500 to 1,000 gp) and a strip of parchment. As the spell is uttered, the parchment is given half a twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

Notes: Common spell (*PHB*).

Duplicate

(Conjuration)

(Artifice)

Level: 4

Range: Touch

Components: S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: Object touched

Saving Throw: None

This spell creates an exact copy of any single item the caster touches. The item to be copied must fit inside a 20-foot cube. The spell has no effect on living creatures or undead, nor will it copy magical items. The duplicated item is identical to the original in every way—for instance, a duplicated sword can be wielded to inflict damage as a normal sword—but *detect magic* can reveal its true nature and *dispel magic* can cause it to disappear. The duplicated object exists for 1 hour per level of the caster, at which time it vanishes; a *permanency* spell does not affect duplicated items.

The material component for this spell is a pinch of coal dust.

Notes: Uncommon spell.

Dust Curtain

(Evocation)

(Province: Sand)



Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 20-ft. cube/level

Saving Throw: None

This spell creates a controlled gale that lifts a large amount of sand and dust from the ground and shapes it in the air. The caster must choose between two basic forms—a *dust wall*, or a blinding *dust cloud* that resembles a sandstorm. The former might be used to conceal the caster's

allies. The latter usually surrounds his foes.

Once the shape is chosen, it can't be changed. Within a round, the spell creates a wind strong enough to shape the cloud or wall to its full volume. The wind is not strong enough to cause damage, however. Creatures surrounded by a cloud fight as if they're in total darkness, with a -4 penalty to their attack rolls. Individuals with the blind fighting proficiency are not affected, however. Missile weapons fired into, out of, or through either the cloud or sand wall suffer a -1 penalty—assuming the target can still be seen. Spellcasting is not affected by the *dust curtain*, except for reduced visibility.

The caster must concentrate continuously to maintain the *dust curtain*. If the caster's concentration is broken, the cloud or wall of dust collapses and dissipates one round later. The same thing occurs after the caster is injured, dies, begins any spellcasting, becomes unconscious, or moves out of range of the cloud.

While concentration is maintained, the caster can move the dust wall or cloud up to 10 yards horizontally and 10 yards vertically each round. A *dispel magic* spell will cause the *dust curtain* to collapse—as will any other magic that controls or creates winds (even a friendly effort, intended to move the curtain along).

A spellcaster creating a cloud with this spell is not limited to an amorphous mass. He can shape

the dust into a djinni, a dragon, a mass of tentacles—whatever suits him. Like the other forms, this must be selected upon casting, and cannot be changed afterward. Such shapes are a matter of style; the effects remain the same as any cloud, and cannot be mistaken for the real thing. The dust curtain can be cast only in an area with significant dust, sand, or loose soil to support a dust storm. The dusty earth of a village street is sufficient. Also suitable are a desert, a beach, or a tomb that has not been disturbed for ages. But the stone of a city street won't work, nor will an outcropping of solid rock or a jungle growth. The wizard casts the spell with a whispered incantation.

The material component is a handful of sand, blown from the caster's hand.

Notes: Uncommon in an arabian setting; otherwise very rare.

Dusts of Death

(Alteration)

(Alchemy)



Level: 6

Range: Touch

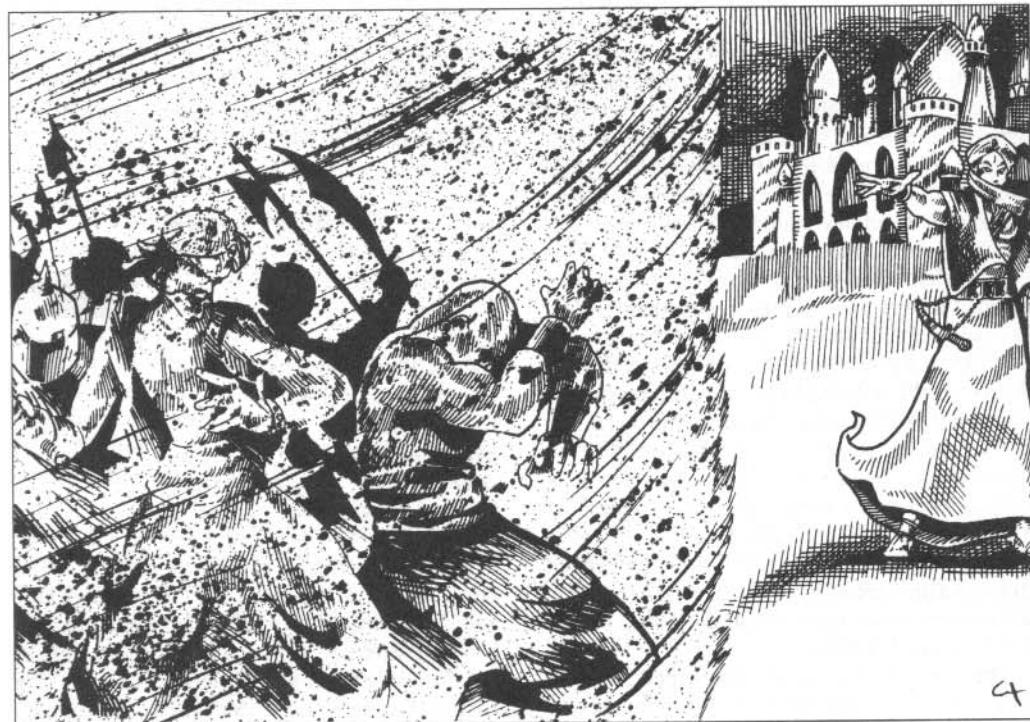
Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr.

Area of Effect: A pinch of sand

Saving Throw: Neg.



The *dusts of death* spell turns a pinch of sand into an incredibly toxic poison. The envenomed sand cannot be detected by any normal means, though *detect magic* or *detect poison* will reveal the presence of this spell.

If the sand is introduced into food and drink, it will surely be ingested. Whoever consumes the sand must save vs. spell or die instantly. The only clue as to the reason for the victim's demise is a small dusting of sand around the edges of the victim's mouth and nostrils.

Sorcerous societies are fond of using this as a method of assassination, and the secret of the spell is jealously guarded.

Notes: Restricted to members of sorcerous societies; uncommon in arabian settings; otherwise very rare.

Dweomer Vortex — Phaerimm (Evocation)

Level: 3
Range: 10 yds.
Components: V
Casting Time: 3
Duration: Special
Area of Effect: Cone, 10 ft. long, 4-ft. radius
Saving Throw: None

This spell creates a shimmering conical field in midair, its small end towards the caster, and its circular open end of 4-foot radius size. The cone moves in response to the wielder's thought, floating freely through the air at a rate of up to 6. It is stopped by solid barriers, which it won't affect but can't pass through. If the cone encounters magical areas of effect (including not-yet-triggered magical traps), it whirls, flashes, and "drinks" them.

A *dweomer vortex* can drain up to six spell levels; it can destroy six 1st-level spells, or any combination of spells up to a total of six spell levels, before vanishing in a harmless, spectacular whirl of winking lights. A spell exceeding these limits is destroyed as the vortex collapses.

A *dweomer vortex* is not ended or affected by its caster casting other spells or using magical items. A *dispel magic* spell causes it to collapse while absorbing the entire effect of the *dispel magic* spell.

Dweomer vortices can't affect *antimagic shells*, *globes of invulnerability*, or any *prismatic* spell of 3rd level or higher. It does not affect astral silver cords. On contact they destroy, and are destroyed by, *minor globes of invulnerability*. These vortices do not transmit "drained" spells or spell energy to the caster.

Notes: Restricted to Phaerimm; common.

Dweomerboost

Reversed form, see maladweomer.

Dweomerdeny (Enchantment/Charm)

Level: 8
Range: 0
Components: V, S
Casting Time: 8
Duration: Instantaneous
Area of Effect: 1 spellcaster
Saving Throw: Neg.

This spell banishes a particular spell forever from the mind and comprehension of a spellcasting being. To enact it, the caster must touch the target creature while speaking an incantation. A successful attack roll is required to touch unwilling beings. If the recipient is not a spellcaster, the spell is wasted. A touched spellcaster must make a successful saving throw vs. spell at a -6 penalty.

If the saving throw succeeds, the chosen spell vanishes from the mind of the target if it is currently memorized. The spell is lost, but the target takes no harm. If no such spell is in memory, the spell has no effect at all. The spell targeted may be specific, known, and named, or just whatever magic was used to produce a particular spell effect that the caster of the *dweomerdeny* has personally witnessed.

If the saving throw fails, all memory of the spell is gone forever, both any currently memorized enchantments and all memories of learning them and using them. Moreover, the victim's mind is never able to comprehend the particular spell again. It cannot be learned, memorized, or even read from a scroll by the victim. *Limited wish*, *restoration*, and *wish* spells are the only known ways of reversing this loss.

A *dweomerdeny* works only against a specific spell, not against all spells of a school or type. For instance, it could be cast so as to prevent a wizard from using *fireball*, but that prohibition would not extend to *flaming sphere* or *meteor swarm*.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare.

Dweomerdoom, Khelben's

See Khelben's dweomerdoom.

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